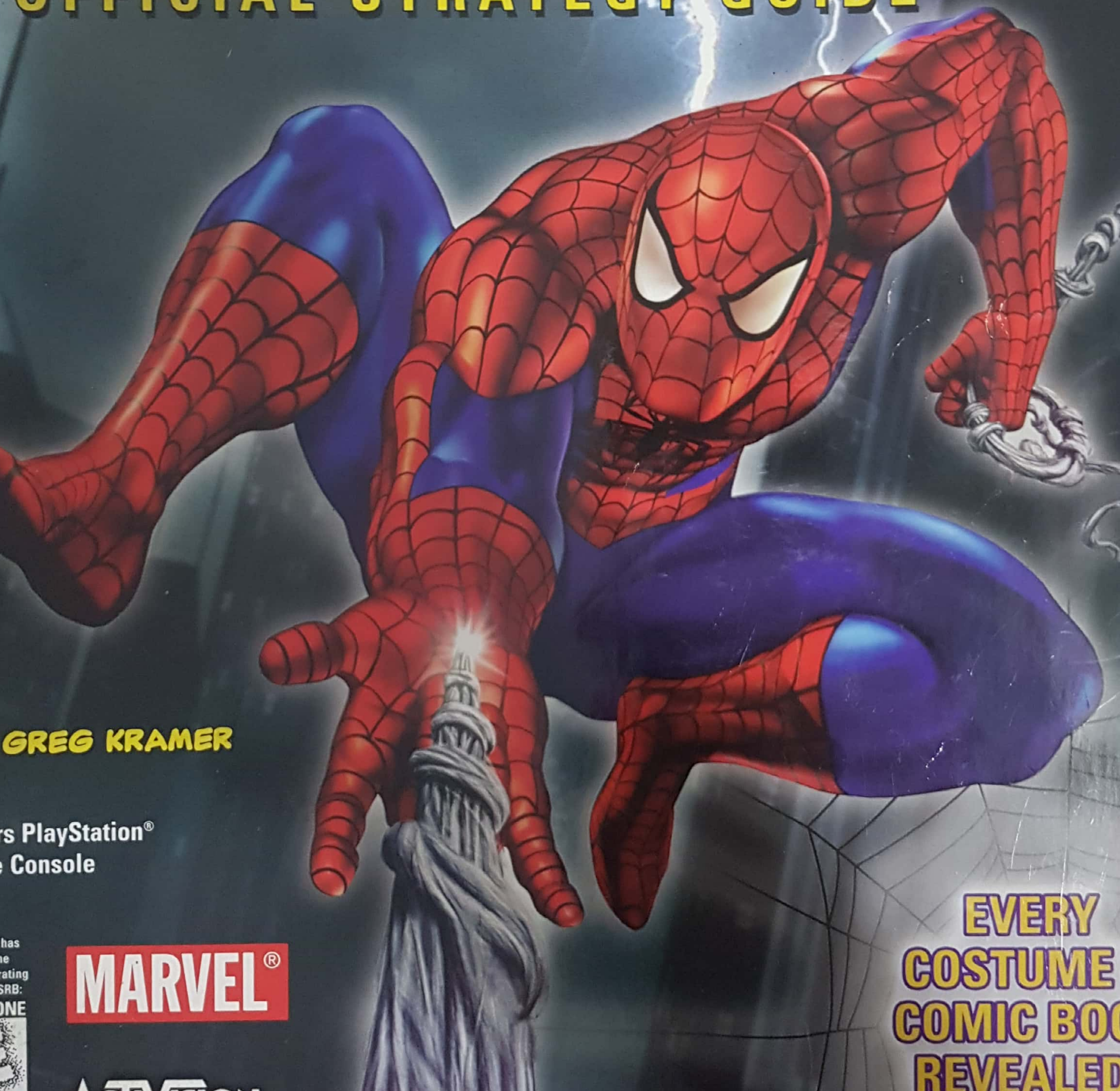
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ENTER: ELECTRO™

SPIDER-MAN® 2

OFFICIAL STRATEGY GUIDE



BY GREG KRAMER

Covers PlayStation® Game Console

This game has received the following rating from the ESRB: EVERYONE

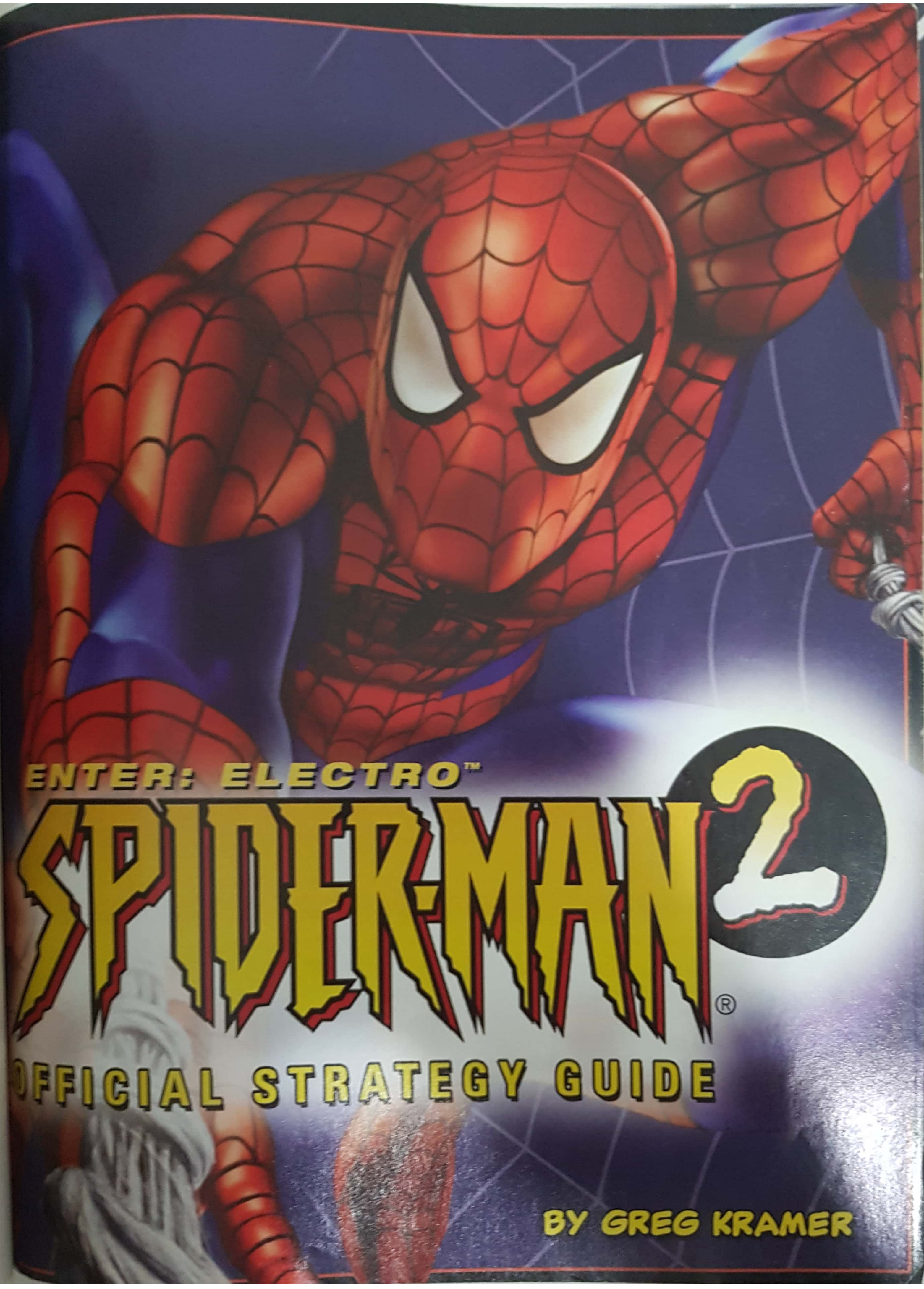
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CONTENT RATED BY ESRB

MARVEL®

ACTIVISION®

EVERY COSTUME & COMIC BOOK REVEALED!


ENTER: ELECTRO™
SPIDER-MAN® 2
OFFICIAL STRATEGY GUIDE
BY GREG KRAMER

SPIDER-MAN® 2 ENTER: ELECTRO™ OFFICIAL STRATEGY GUIDE

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SPIDER-MAN® 2 ENTER: ELECTRO™

OFFICIAL STRATEGY GUIDE

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EVERYONE AT BRADYGAMES WOULD LIKE TO EXTEND A BIG THANK-YOU TO EVERYONE AT VICARIOUS VISIONS, ACTIVISION, AND MARVEL FOR ALL OF THEIR SUPPORT. IN PARTICULAR, WE NEED TO THANK JAMES POWELL (ART LEAD AND LEVEL DESIGNER) AND CARL SCHELL (3D ANIMATOR) AT VICARIOUS VISIONS. ALSO, T.Q. JEFFERSON (PRODUCER), BRIAN PASS (PRODUCTION COORDINATOR), JUSTIN BERENBAUM (MANAGER, BUSINESS DEVELOPMENT), JASON POTTER, BRUCE CAMPBELL (Q/A PROJECT LEADS), KRAGEN LUM (Q/A SENIOR PROJECT LEAD), JOE FAVAZZA (Q/A MANAGER, CONSOLE TESTING), AND MATT GEYER AND JOHN HEINECKE (BRAND MANAGEMENT) AT ACTIVISION. THANKS FOR ALL THE HELP AND SUPPORT ON THIS PROJECT! FINALLY, WE HAVE TO SAY THANKS TO SETH LEHMAN AND JOSH SILVERMAN AT MARVEL FOR ALL THEIR HELP.

INTRODUCTION

GREETINGS TRUE BELIEVERS! IT'S WEB SWINGIN' TIME AGAIN HERE IN THE BIG APPLE. ALL THE NASTY FOLKS WHO WEREN'T LOCKED UP IN THE FIRST GAME HAVE HATCHED A BRAND-NEW SCHEME: TO ELIMINATE SPIDER-MAN AND RID THE WORLD OF GOODNESS. YOU KNOW WHAT THAT MEANS—LOTS OF HIGH-RISE, ACROBATIC, WEB-SLINGING ACTION!

DIFFICULTY LEVELS

- **KID:** ENEMIES ARE WEAK IN BOTH DEFENSE AND OFFENSE, WHILE SPIDEY IS STRONG IN BOTH AREAS. ALSO, POWER-UPS ARE NUMEROUS AND HELP IS PROVIDED MOST READILY. SPIDEY BEGINS WITH A FULL ARSENAL OF WEB CARTRIDGES (9), AND WEB ATTACKS ONLY CONSUME MINIMAL FLUID. THE GAME ALSO SETS UP A SPECIAL, STREAMLINED CONTROL SET.

- **EASY:** ENEMIES ARE A BIT STRONGER AND SPIDEY IS A BIT MORE VULNERABLE AND NOT QUITE AS POWERFUL. WEB ATTACKS USE MORE WEB FLUID THAN IN KID MODE, BUT NOT AS MUCH AS IN NORMAL MODE. POWER-UPS ARE MORE NUMEROUS THAN IN NORMAL MODE, ALTHOUGH NOT AS MANY AS IN KID MODE. YOU START THE GAME WITH NINE WEB CARTRIDGES.

- **NORMAL:** SPIDEY IS EVENLY MATCHED WITH HIS ENEMIES IN TERMS OF THE AMOUNT OF DAMAGE THEY CAN ABSORB AND INFLICT. POWER-UPS ARE ADEQUATE, BUT NOT GENEROUS. WEB ATTACKS REQUIRE MORE WEB FLUID, AND SPIDEY STARTS THE GAME WITH SEVEN WEB CARTRIDGES.

- **HARD:** ENEMIES ARE MUCH TOUGHER. SPIDEY DISHES OUT LESS DAMAGE AND IT TAKES LESS DAMAGE TO DEFEAT HIM. POWER-UPS ARE RARE, AND WEB ATTACKS DEVOUR WEB FLUID. SPIDEY STARTS EACH GAME WITH ONLY TWO WEB CARTRIDGES.



DIFFERENT DIFFICULTY LEVELS ALSO DETERMINE THE TYPE OF SECRETS YOU'LL UNLOCK. FOR EXAMPLE, THE COMIC COVERS ARE DISTRIBUTED THROUGHOUT THE SKILL LEVELS. SEE CHAPTER 4, SECRETS AND CHEATS, FOR MORE DETAILS.

GUIDE TO THE GUIDE

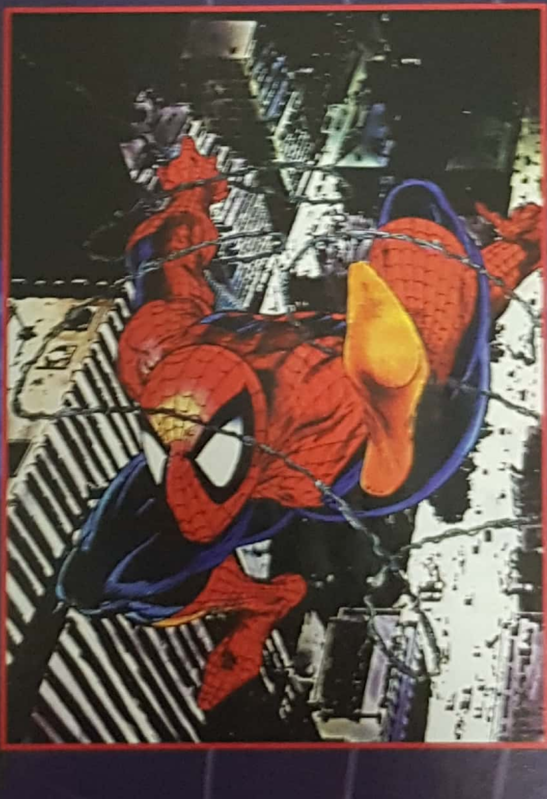
THIS GUIDE IS STRUCTURED TO PROVIDE BOTH GENERAL AND SPECIFIC STRATEGY AND INFORMATION. THE WALKTHROUGH DESCRIBES IN DETAIL HOW TO GET THROUGH EACH LEVEL, PLUS IT ALSO INCLUDES TIPS, NOTES, AND SIDEBARS HIGHLIGHTING EASTER EGGS. PLUS, AREA MAPS POINT OUT THE BEST PATHS THROUGH PARTICULAR LEVELS.



THE CHAPTERS ARE STRUCTURED AS FOLLOWS:

- CHAPTER 1: LEARN SPIDEY'S EVERY MOVE AND TRICK.
- CHAPTER 2: MEET YOUR ENEMIES, BOTH LARGE AND SMALL.
- CHAPTER 3: A COMPLETE WALKTHROUGH OF EVERY LEVEL IN THE GAME. EACH WALKTHROUGH IS WRITTEN FOR THE NORMAL SKILL LEVEL.
- CHAPTER 4: A COMPENDIUM OF THE GAME'S SECRETS AND GALLERY ITEMS.

CHAPTER 1:
BASIC TRAINING



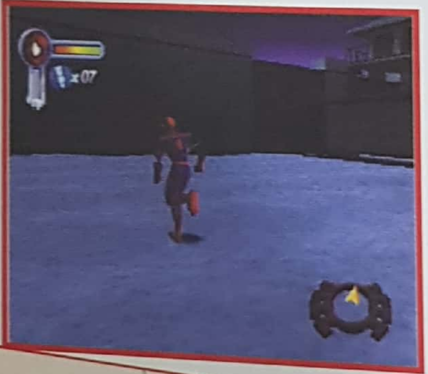
BASIC TRAINING FOR THE AMAZING WEBSLINGER

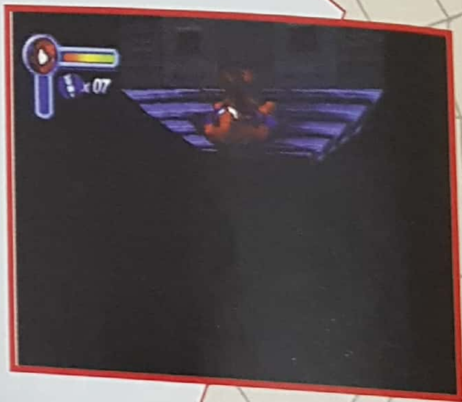
THE AMAZING SPIDER-MAN IS THE MOST GRACEFUL AND ATHLETIC OF ALL SUPERHEROES. HE POSSESSES THE GIFTS OF STEALTH, AERIAL PROWESS, AND SUPERHUMAN STRENGTH. USING THESE POWERS EFFECTIVELY IS *YOUR* CHALLENGE; COMMAND SPIDEY NIMBLY AND SKILLFULLY AND THE WORLD'S SALVATION WILL BE YOUR GLORY.

BASIC CONTROLS

DIRECTIONAL MOVEMENT

DIRECTIONAL CONTROLS ARE GENERALLY ABSOLUTE. THIS MEANS THAT FORWARD ALWAYS MOVES SPIDEY FORWARD IN THE DIRECTION HE'S FACING, REGARDLESS OF THE DIRECTION THE CAMERA IS CURRENTLY LOOKING. WHEN CLIMBING ON WALLS, HOWEVER, THE CONTROLS ARE NOT TIED TO THE DIRECTION SPIDEY IS FACING, BUT INSTEAD TO ORIENTATION. THEREFORE, FORWARD IS UP, BACK IS DOWN, ETC. ALTHOUGH THIS MAY SEEM CONFUSING, PRACTICE DOES MAKE PERFECT. JUST SPEND A BIT OF TIME WITH THE GAME, AND YOU'LL HAVE SPIDEY MOVING WITHOUT EVEN THINKING ABOUT IT.





JUMP (X BUTTON)

THE ABILITY TO JUMP IS CRUCIAL. YOU CAN JUMP TO AVOID ATTACKS, TO LEAP OVER OR ONTO OBSTACLES, OR TO TRAVERSE SHORT GAPS. YOU CAN EVEN USE JUMPS IN SPECIAL KINDS OF ATTACKS.

THE MOST IMPORTANT USE OF THE JUMP, HOWEVER, IS AS A STARTER TO THE DOUBLE WEB SWING. THE FREQUENT NEED TO FLY ACROSS VERY LONG DISTANCES REQUIRES THAT YOU LEAP BEFORE PRESSING THE WEB SWING BUTTON.





YOU CAN PRESS JUMP TO PREMATURELY END A WEB SWING OR DISENGAGE FROM A WALL. LEARN TO TIME YOUR JUMPS IN THIS AND OTHER CONTEXTS, AND NO REASONABLE LEAP WILL BE BEYOND YOUR ABILITY.

WEB (TRIANGLE)

PRESSING THE WEB BUTTON SHOOTS A SHORT BURST OF WEBBING, EITHER STRAIGHT AHEAD OR AT AN AUTOMATICALLY OR MANUALLY DESIGNATED TARGET. USE QUICK WEB SHOTS TO DISABLE CONVENTIONAL ENEMIES OR ACTIVATE BUTTONS AND SWITCHES FROM A DISTANCE.





HOLDING THE WEB BUTTON SENDS A CONSTANT, ALBEIT COSTLY, STREAM OF WEBBING AT YOUR CHOSEN TARGET. YOU CAN ELIMINATE A CONVENTIONAL ENEMY BY WRAPPING HIM IN WEBBING. IT SHOULD BE NOTED THAT THE STRONGER THE TARGET, THE MORE WEBBING THAT IS REQUIRED. WEB WRAPPING CAN SERVE OTHER USES AS WELL. WHEN HOLDING THE WEB BUTTON, THE FLOW OF WEBBING STOPS AUTOMATICALLY WHEN THE TARGET REQUIRES NO MORE.

PUNCH/KICK (SQUARE/CIRCLE)

PUNCH AND KICK ARE YOUR PRIMARY CLOSE-COMBAT CONTROLS. PRESSING THESE BUTTONS MULTIPLE TIMES UNLEASHES VERY POTENT COMBOS THAT MAKE SHORT WORK OF EVEN THE MOST POWERFUL FOE. EXPERIMENT WITH DIFFERENT COMBINATIONS TO FIND ATTACK COMBOS THAT INFLICT THE MOST DAMAGE.

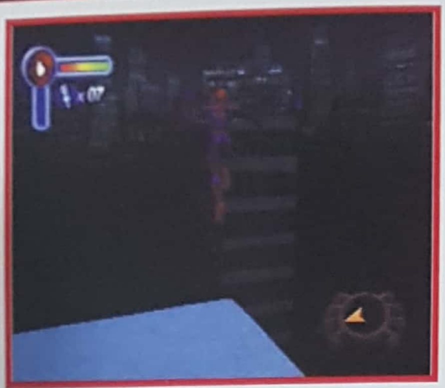


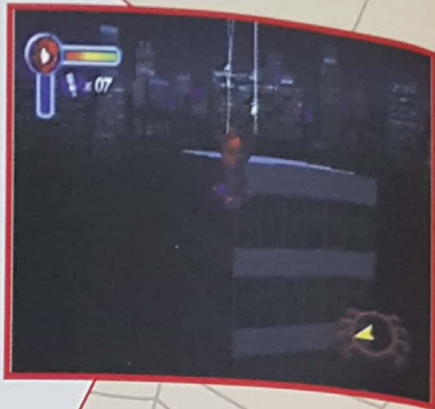




WEB SWING (R2)

THE WEB SWING IS YOUR MODE OF TRANSPORTATION OVER LONG DISTANCES. TO PERFORM A WEB SWING, JUMP AND THEN PRESS THE WEB SWING BUTTON. SPIDEY WILL THEN PERFORM TWO SWINGS AND THEN DROP. IF THE DISTANCE YOU'RE TRAVELING REQUIRES MORE THAN TWO SWINGS, YOU MUST PRESS THE WEB SWING BUTTON IMMEDIATELY AFTER THE SECOND SWING WHEN SPIDEY STARTS TO PLUMMET.





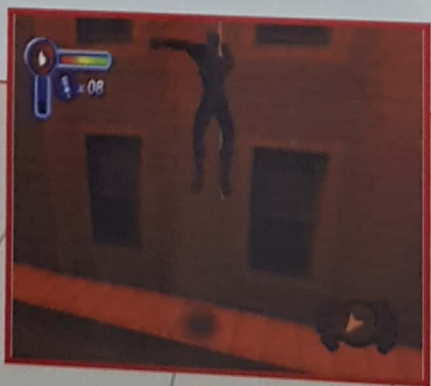
TO CHANGE DIRECTIONS DURING A WEB SWING, PRESS THE JUMP BUTTON TO DISENGAGE THE SWING. THEN TURN AS SPIDEY FREEFALLS AND PRESS THE WEB SWING BUTTON AGAIN TO START A NEW DOUBLE WEB SWING.

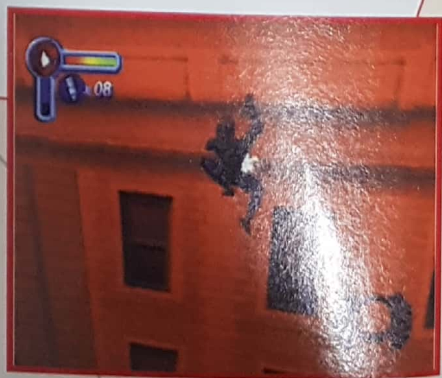
ON OCCASION, A DISTANCE IS TOO FAR FOR A WEB SWING. WHEN THIS SITUATION ARISES, YOU CAN'T START A WEB SWING AT ALL. HOWEVER, IF THE DISTANCE IS BARELY OUT OF REACH, YOU CAN RUN AND LEAP FORWARD, PRESSING THE WEB SWING BUTTON AS YOU FALL. EVENTUALLY, WHEN THE DISTANCE CLOSES A BIT, THE WEB SWING WILL START. THIS IS A DANGEROUS GAMBLE THAT ONLY PRACTICE CAN PERFECT.

WEB ZIP-LINE (R1)

THE ZIP-LINE IS A FAST WAY TO MOVE ABOUT. IN GENERAL, THE WEB ZIP-LINE PULLS SPIDEY TO WHATEVER IS ABOVE HIS HEAD. IF THERE IS NO CEILING OR OBJECT ABOVE, NOTHING OCCURS. THE ZIP-LINE IS AN EXCELLENT METHOD OF BOTH ESCAPE AND VERTICAL MOVEMENT.





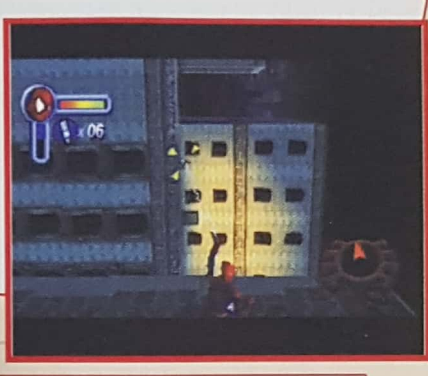


WHEN CLINGING TO A WALL, THE ZIP-LINE DRAGS YOU TO THE SURFACE DIRECTLY OPPOSITE.

WEB TARGET (L1)

THE WEB TARGET CONTROL IS USEFUL FOR BOTH NAVIGATION AND ATTACK PURPOSES. WHEN ON THE OFFENSIVE, YOU CAN MANUALLY SELECT YOUR TARGET BY HOLDING THE WEB TARGET BUTTON AND POINTING IT AT A DESTRUCTIBLE OBJECT OR ENEMY. NEXT, START A WEB ATTACK AND IT WILL HEAD DIRECTLY TO THE SPECIFIED TARGET. A TARGET IS "LOCKED" WHEN THE TARGETING CROSSHAIR TURNS YELLOW. IF A TARGET IS TOO FAR AWAY, YOU CANNOT LOCK ON TO IT.





THE MOST USEFUL FUNCTION OF THE WEB TARGET, HOWEVER, IS FOR NAVIGATIONAL PURPOSES. YOU CAN SPECIFY EXACTLY WHERE YOU WOULD LIKE SPIDEY TO SWING BY HOLDING THE WEB TARGET BUTTON AND POSITIONING THE CROSSHAIR. AFTER INDICATING THE DESTINATION, PRESS THE WEB SWING BUTTON AND SPIDEY WILL TRAVEL TO IT AUTOMATICALLY. NOTE THAT THERE IS NO GUARANTEE THAT YOU'LL LAND SAFELY; SPIDEY MAY NOT ACHIEVE GOOD FOOTING OR MAY GET SHOT WHILE AIRBORNE. BE PREPARED TO TAKE OVER THE CONTROLS IF THINGS GO AWRY.





TARGET CYCLE (L2)

PRESSING THE TARGET CYCLE BUTTON AUTO-SELECTS THE NEAREST DESTRUCTIBLE OR MOVEABLE OBJECT (OR ENEMY) IN YOUR LINE OF SIGHT. A TARGET CYCLE LOCK IS INDICATED BY A YELLOW ICON. PRESSING TARGET CYCLE REPEATEDLY MOVES THE TARGET THROUGH ALL AVAILABLE, VISIBLE TARGETS.

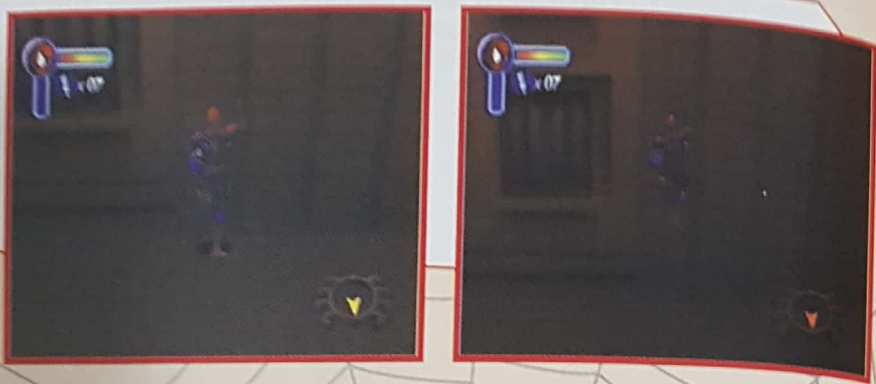


NOTE THE DIFFERENCE

The Target Cycle indicator is different from the totally automatic target selector icon. The aforementioned is a red triangle that points at or (if the target is off-screen) towards the nearest target. Any web attack will target the auto-selected destination as long as it's in your line of sight.

CLIMBING

WHEN ATTACHED TO A WALL OR CEILING, YOU CAN CRAWL IN ANY DIRECTION. TO ATTACH TO A WALL, APPROACH IT AND EITHER JUMP OR HOLD FORWARD UNTIL SPIDEY STARTS TO CLIMB. TO DISENGAGE, PRESS JUMP AGAIN.



SPIDER-SENSE

WHEN DANGER OR SIGNIFICANT THINGS ARE NEAR, YOUR SPIDER-SENSE STARTS TO TINGLE. WHEN THIS OCCURS, THE VIEW CHANGES COLOR AND A RING OF LIGHT ENCIRCLES SPIDEY'S HEAD.

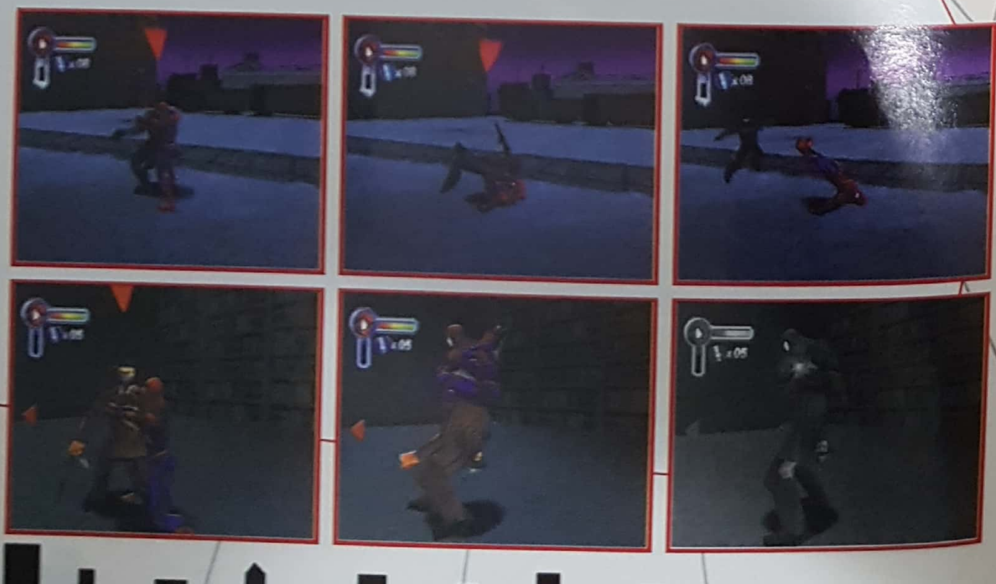


ADVANCED CONTROLS

THE BASIC CONTROLS ONLY GET YOU SO FAR. TO BE A TRULY SUPER SUPERHERO, YOU MUST MASTER MOST OF THE FOLLOWING SKILLS.

GRAB ATTACK

WHEN IN CONTACT WITH AN ENEMY, PRESS PUNCH AND WEB OR KICK AND WEB TO GRAB AN ENEMY. FOLLOW IT UP WITH A SINGLE KICK OR REPEATED PUNCHES FOR TWO VERY SPECIAL AND EFFECTIVE ATTACKS.



COMBOS

CERTAIN PUNCH AND KICK SEQUENCES CREATE A FLOWING CHAIN OF ATTACKS THAT CAN TOTALLY ELIMINATE AN ENEMY. FOR EXAMPLE, TRY THE SIMPLE CHAIN OF PUNCH-PUNCH-KICK.

JUMP KICK/JUMP PUNCH

THE JUMP KICK/JUMP PUNCH IS A POTENT OFFENSIVE WEAPON. IF A TARGET IS AUTO-SELECTED, LEAP INTO THE AIR AND PRESS PUNCH OR KICK. SPIDEY WILL HURTLE EARTHWARD, POUNDING HIS UNSUSPECTING VICTIM. THE JUMP KICK/PUNCH IS AN EXCELLENT WAY TO LAUNCH A VERY QUICK ATTACK WHEN YOU'RE FAR AWAY AND TIME IS LIMITED. RATHER THAN RUNNING OR SWINGING TO YOUR FOE, PERFORM A JUMP KICK/PUNCH TO COVER THE DISTANCE MUCH QUICKER.



IMPACT WEB (UP + TRIANGLE)

THE IMPACT WEB IS THE BEST LONG-DISTANCE ATTACK. PRESS FORWARD AND WEB TO LAUNCH A BALL OF EXPLOSIVE WEBBING TO THE TARGET OF YOUR CHOICE. NOTE THAT THE IMPACT WEB DOES NOT TRACK A TARGET; IF THE TARGET MOVES, THE ATTACK WILL MISS.



WEB YANK (DOWN + TRIANGLE)

USING THE WEB YANK, YOU CAN GRAB ONTO A DISTANT OBJECT OR PERSON AND PULL IT TOWARD YOU WITH A MIGHTY TUG. BY DOING SO, YOU CAN PULL ON DESTRUCTIBLE OBJECTS TO DESTROY THEM OR USE THEM TO CLOBBER ENEMIES. USING WEB YANK, YOU CAN TARGET A FOE FROM A DISTANCE AND WEB YANK HIM OFF A LEDGE. YOU CAN EVEN USE THE WEB YANK TO PULL SWITCHES. THE WEB YANK DOES NOT WORK ON BOSSES, HOWEVER.



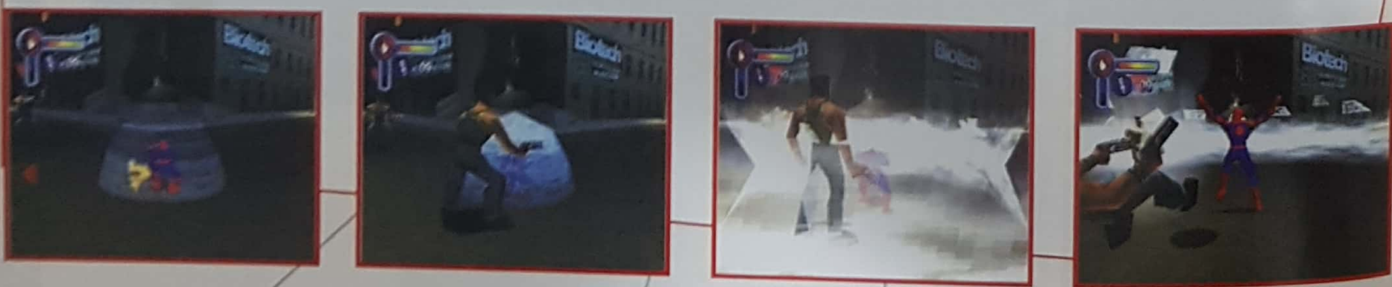
WEB FISTS (LEFT + TRIANGLE)

WHEN YOU NEED TO MAKE EVERY PUNCH COUNT, ACTIVATE THE WEB FISTS. WITH A THICK LAYER OF WEBBING OVER SPIDEY'S HANDS, HE CAN DISH OUT INCREASED DAMAGE WITH EVERY PUNCH. THE DOWNSIDE IS THAT IT TAKES A WHILE TO SPIN THESE WEAPONS AND THEY COST A LOT OF WEB FLUID.



WEB DOME (RIGHT + TRIANGLE)

SOMETIMES YOU NEED TO QUICKLY TAKE COVER. WHEN THE NEED ARISES, ACTIVATE THE WEB DOME. IT PROVIDES COMPLETE PROTECTION FROM ALL ATTACKS, BUT IT CAN ONLY TAKE SO MUCH DAMAGE BEFORE IT EXPLODES. WHEN THE DOME DOES BREAK, IT THROWS AND INJURES ANYONE STANDING NEARBY. YOU CAN BREAK OUT OF THE DOME AT ANY TIME BY PRESSING PUNCH OR KICK. EVEN IF IT TAKES NO DAMAGE, THE DOME WILL EXPLODE AUTOMATICALLY AFTER A SHORT TIME.



ITEMS

WEB CARTRIDGE



THESE CANISTERS CONTAIN A FINITE AMOUNT OF THE WEB FLUID THAT SPIDEY USES FOR VARIOUS WEB-BASED ACTIVITIES. YOU CAN CARRY A MAXIMUM OF 10 WEB CARTRIDGES AT A TIME. THE AMOUNT DRAINED BY VARIOUS ACTIVITIES IS BASED ON THE SKILL LEVEL AT WHICH YOU'RE PLAYING. REMEMBER THAT EVEN IF YOU RUN OUT OF WEB FLUID, YOU'LL ALWAYS HAVE ENOUGH FOR A SWING OR TWO.

HEALTH PACK



HEALTH PACKS ADMINISTER AN INCREASE IN HEALTH ON CONTACT. MAKE SURE YOU ONLY TOUCH THEM WHEN YOU NEED THE FULL BENEFIT; IF NOT, YOU'RE JUST WASTING THE HEALING POWER. THE AMOUNT OF HEALTH YOU RECEIVE FROM A HEALTH PACK DEPENDS ON THE SKILL LEVEL AT WHICH YOU'RE PLAYING.

ICE WEB CARTRIDGE



THIS SPECIAL KIND OF WEBBING FREEZES ENEMIES ON CONTACT AND CREATES DEVASTATING IMPACT WEBS. YOU CANNOT, HOWEVER, PERFORM A WEB YANK WHEN USING ICE WEBBING.

TASER WEB CARTRIDGE



THIS ELECTRICAL WEBBING IS VERY USEFUL AGAINST MECHANICAL ENEMIES. SURE IT HURTS HUMAN FOES PLENTY, BUT IT'S THE MOST EFFECTIVE WEAPON AGAINST ANIMATRONIC SAMURAI AND OTHER ROBOTIC BADDIES.

SPIDEY ARMOR



THIS VERY RARE TREAT ABSORBS ALL DAMAGE, PRESERVING YOUR HEALTH AS LONG AS YOU'RE WEARING IT. THE SUIT CAN ONLY TAKE A FIXED AMOUNT OF DAMAGE BEFORE IT DISINTEGRATES. SPIDEY ARMOR ADDS TO YOUR DEFENSIVE POWER AND ALSO LOOKS REALLY STYLIN'!

QUESTION MARKS

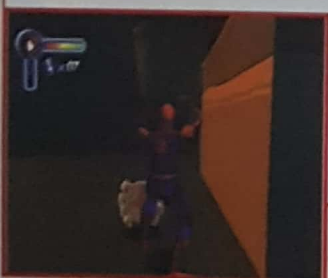


THESE GUIDEPOSTS OFFER TIPS ON PLAYING THE GAME. MORE QUESTION MARKS APPEAR ON THE LOWER SKILL LEVELS.

COMIC BOOKS

THESE HARD-TO-FIND TREATS ARE REAL COLLECTOR'S ITEMS. FOR THE PRECISE LOCATIONS OF ALL 32 COMIC BOOKS, SEE CHAPTER 4, SECRETS AND CHEATS. WHEN YOU FIND ONE, YOU CAN VIEW IT IN THE GALLERY UNDER COMIC COLLECTION.

THROWABLE ITEMS



YOU CAN PICK UP MANY ITEMS FOUND IN THE GAME AND THROW THEM. FOR EXAMPLE, BARRELS, MAILBOXES, FURNITURE, OFFICE MACHINES, PLANTERS, ETC. YOU CAN USE THEM ALL AS WEAPONS, PLUS YOU MAY FIND AN OCCASIONAL POWER-UP OR TWO LOCATED UNDERNEATH THEM.

CHAPTER 2:
CHARACTERS



THE HEROES

SPIDER-MAN®

LIKE YOU DON'T RECOGNIZE THIS FACE! THE MOST INTRIGUING OF ALL SUPERHEROES, SPIDER-MAN (A.K.A. PETER PARKER) POSSESSES TREMENDOUS POWERS. THIS WALL-CRAWLING, WEB-SLINGING SUPERHERO IS SET ON DEFEATING A CITY FULL OF CLEVER AND DIABOLICAL VILLAINS.





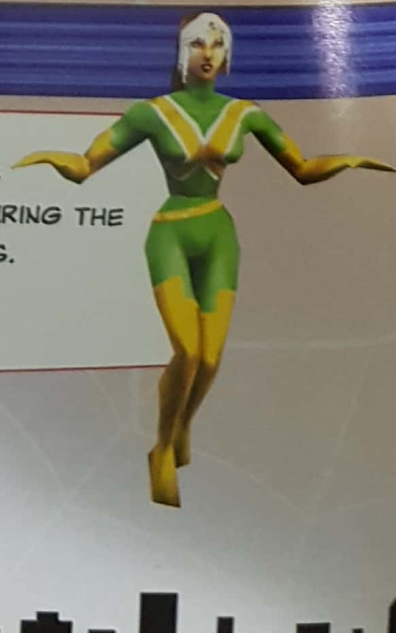
DR. WATTS

THE STATUESQUE INVENTOR OF THE BIO-NEXUS DEVICE, DR. WATTS' BRILLIANCE PUTS HER IN GRAVE DANGER. HER LITTLE INVENTION HAS PLACED HER IN ELECTRO'S SIGHTS, AND HE'S NOT SHY ABOUT TAKING HOSTAGES.



ROGUE™

THE MUTANT ROGUE SERVES AS YOUR CO-HOST DURING THE TRAINING MISSIONS.



PROFESSOR XAVIER™



ALONG WITH ROGUE, PROFESSOR X TEACHES YOU ALL YOU NEED TO KNOW ABOUT BEING SPIDER-MAN.

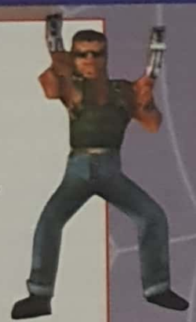
BEAST™



BEAST SERVES AS YOUR GUIDE THROUGH THE GAME'S FIRST LEVEL. HE TEACHES YOU SOME TRICKS OF THE TRADE OUT IN THE FIELD.

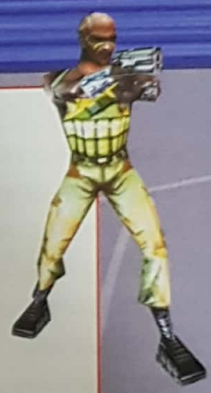
THE VILLAINS

HENCHMEN



WITH TWIN HANDGUNS AND SLEDGEHAMMER-LIKE FISTS, THESE GUYS ARE AS TOUGH AS THEY ARE RELENTLESS. ALTHOUGH NOT PARTICULARLY GOOD FIGHTERS, THEY'RE NUMEROUS AND LOYAL. IT DOESN'T TAKE MUCH TO KNOCK THEM OUT, BUT AVOID GETTING TRAPPED IN THE MIDDLE OF A GANG OF HENCHMEN. BE ESPECIALLY AWARE WHEN THEY LOB GRENADES.

HIRED GOON



HIRED GOONS ARE TOUGHER FROM AN ATTACKING STANDPOINT THAN HENCHMEN, BUT THEY HAVE SIMILARLY GLASS JAWS. A FEW GOOD CLOSE-COMBAT MOVES OR A SINGLE IMPACT WEB WILL DO THE JOB. MOST GOONS COME ARMED WITH DOUBLE-FISTED HANDGUNS, WHILE SOME CARRY A STOCK OF GRENADES.

MERCENARY



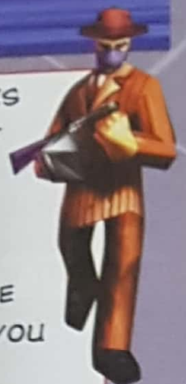
EVEN IF YOU CAN'T SEE THEIR FACES, YOU KNOW THESE MASKED MEN HAVE ILL INTENT IN THEIR EYES. BASICALLY, YOU MUST COUNTER THEIR VICIOUS SHOTGUNS AND VERY SKILLFUL HANDS AND FEET. YOU'RE NOT EVEN SAFE FROM MERCENARIES WHEN FLYING THROUGH THE AIR, BECAUSE THEIR ROCKET LAUNCHERS WILL BRUTALLY SEND YOU BACK TO THE GROUND. A WELL-AIMED IMPACT WEB WILL CLEAR THE WAY AGAINST EVEN HEAVY MERCENARY OPPOSITION.

TRAIN YARD GUARD



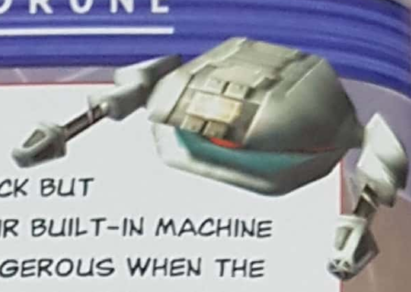
THESE GUYS LOOK LIKE COPS, BUT THEY'RE NOT. TRAIN YARD GUARDS CAN ABSORB A LOT OF PUNISHMENT, PLUS THEY'RE QUITE HANDY WHEN USING SHOTGUNS.

GANGSTER



THE GANGSTERS ARE THROWBACKS TO OLD SCHOOL TOUGH GUYS, BUT DON'T LET THAT FOOL YOU. THEY'RE STILL VERY STRONG AND HAMMERHEAD HAS TRAINED THEM WELL. THEIR TOMMY GUNS CAN FIRE FAST AND HARD, EVEN BLASTING YOU OUT OF THE AIR.

FLYING DRONE



THESE MECHANICAL GUARDS ARE INTELLIGENT AND QUICK BUT LIGHTLY ARMED. THEIR BUILT-IN MACHINE GUNS ARE ONLY DANGEROUS WHEN THE ATTACK COMES UNEXPECTEDLY AND WHEN SEVERAL DRONES ATTACK AT ONCE. EFFECTIVE COUNTERATTACKS INCLUDE THE JUMP KICK, JUMP PUNCH, IMPACT WEB, AND WEB YANK.

ROLLING DRONE



THESE GUARD-BOTS PACK TWIN, HIGH-SPEED ROCKET LAUNCHERS AND ARMOR IMPENETRABLE TO DAMAGE. YOU'LL BE GLAD TO KNOW, HOWEVER, THAT THEY HAVE A WEAKNESS: THEIR SENSOR SYSTEMS ARE TEMPERATURE SENSITIVE. IF YOU CAN RAISE THE TEMPERATURE IN THE ROOM ABOVE YOUR OWN BODY TEMPERATURE, THEY WON'T BE ABLE TO SEE YOU.

SCOUT DRONE



SCOUT DRONES SERVE AS MECHANIZED TATTLE-TALES. IF YOU SPOT ONE IN A FLEET OF DRONES, TARGET THE SCOUT DRONE FIRST. IF IT SURVIVES, IT WILL SUMMON ADDITIONAL FLYING DRONES. YOU'LL HAVE TO FEND OFF AN ENDLESS SUPPLY OF DRONES UNTIL YOU DOWN THE SCOUT DRONE.

ANIMATRONIC SAMURAI



INVIGORATED BY ELECTRO'S INFUSION OF POWER, THESE MECHANICAL ROBOTS GAIN LIFE, AN ELECTRIC SWORD, AND A MEAN HIGH KICK. THEIR ARMOR MAKES THEM UNBEATABLE FOES IN HAND-TO-HAND COMBAT, SO USE WEB FISTS WHEN FIGHTING UP CLOSE. FROM A DISTANCE, THEY CAN FIRE DEBILITATING ELECTRIC BOLTS FROM THEIR SWORDS. HOWEVER, ONE DOSE OF TASER WEBBING WILL SHORT-CIRCUIT AN ANIMATRONIC SAMURAI ON CONTACT.

THE BOSSES

THESE UNIQUE FOES ARE THE BIGGEST, BADDEST, AND TOUGHEST CUSTOMERS IN THE LAND. THEY DON'T CALL THEM "SUPER VILLAINS" FOR NOTHING. WHEN FIGHTING BOSSES, YOU NEED TO RELY UPON EVERY SKILL YOU'VE HONED THROUGHOUT THE GAME, PLUS PERHAPS A LITTLE BIT OF TRICKERY. CONSULT THE LEVEL WALKTHROUGHS FOR TIPS ON DEFEATING THESE MASTERS OF EVIL.

SHOCKER™



NAME: HERMAN SCHULTZ
ID: PUBLICLY KNOWN
RELATIVES: NONE

AFFILIATES: FORMER MEMBER OF THE MASTERS OF EVIL III, SINISTER SEVEN. FORMER ALLY OF THE CHAMELEON, HAMMERHEAD, AND THE TRAPSTER.

ENEMIES: SPIDER-MAN, ELECTRO, AVENGERS, AND FANTASTIC FOUR

POWERS: THE SHOCKER HAS TWO VIBRO-SHOCK UNITS THAT GENERATE HIGH-PRESSURE AIR BLASTS. HE ALSO HAS A VIBRATIONAL SHIELD THAT DEFLECTS BLOWS AND ENABLES HIM TO SLIP FROM ANY GRASP. HE HAS A UNIFORM OF FOAM-LINED FABRIC TO ABSORB THE IMPACT CAUSED BY HIS VIBRO-SHOCK UNITS.

ORIGIN: AS AN UNSUCCESSFUL IMPRISONED BURGLAR, HERMAN SHULTZ DEVELOPED WHAT WAS TO BECOME THE INFAMOUS VIBRO-SHOCK UNITS THAT HAVE ADVANCED HIS ALREADY CRIMINAL WAYS TO A NEW HIGH!

BOSS FIGHT OCCURS: LEVEL 5: SPIDEY VS. SHOCKER

HAMMERHEAD™



NAME: UNREVEALED
ID: SECRET
RELATIVES: ANTONIA, SISTER

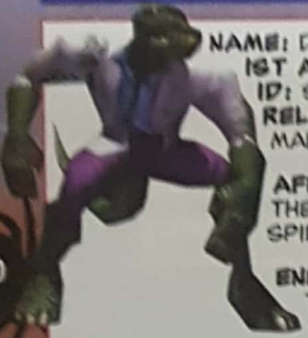
AFFILIATES: MEMBER OF THE MAGGIA. FORMER ALLY OF DR. JONAS HARROW AND THE CHAMELEON.

ENEMIES: SPIDER-MAN, HUMAN TORCH, DOCTOR OCTOPUS, KINGPIN, DAREDEVIL, POWERMAN AND IRONFIST, AND NOMAD

POWERS: GREAT HAND-TO-HAND COMBATANT AND GUNMAN WHOSE GREATEST FIGHTING TACTIC IS CHARGING HEADFIRST INTO HIS VICTIM WITH HIS STEEL ALLOY SKULL. HE ONCE HAD THE USE OF AN EXO-SKELETON, WHICH ENHANCED HIS STRENGTH

BOSS FIGHT OCCURS:: LEVEL 14: SPIDEY VS. HAMMERHEAD

THE LIZARD™



NAME: DR. CURTIS CONNORS
1ST APP.: AMAZING SPIDER-MAN #6
ID: SECRET
RELATIVES: HUSBAND TO MARTHA, FATHER TO WILLIAM

AFFILIATES: FORMER ALLY OF THE IGUANA, CALYPSO, AND EVEN SPIDER-MAN HIMSELF.

ENEMIES: SPIDER-MAN, HUMAN TORCH, THE OWL, MORBIUS, STEGRON, AND SILVERMANE

POWERS: HE POSSESSES SUPERHUMAN STRENGTH AND ALLIGATOR-TOUGH SKIN CAPABLE OF RESISTING BULLETS. HE CAN ATTAIN SPEEDS OF UP TO 45 MPH, AND POSSESSES A 6-FOOT LONG TAIL THAT CAN WHIP AT SPEEDS OF UP TO 70 MPH. HIS HANDS AND FEET HAVE 1-INCH CLAWS THAT ENABLE HIM TO CLIMB WALLS. HE CAN ALSO COMMUNICATE AND CONTROL ALL REPTILES WITHIN A 1-MILE RADIUS.

ORIGIN: ORIGINALLY AN AMPUTEE ARMY SURGEON, DR. CONNORS STUDIED REPTILES AND THEIR ABILITY TO REGENERATE LIMBS. IN DOING SO, HE DISCOVERED A CHEMICAL SUBSTANCE AND GAVE IT TO HIMSELF, THUS TRANSFORMING HIMSELF INTO A REPTILIAN-HUMANOID FORM.

BOSS FIGHT OCCURS:: LEVEL 18: SPIDEY VS. LIZARD

SANDMAN™



NAME: WILLIAM BAKER... HMMM, FLINT MARKO?
ID: KNOWN
RELATIVES: MRS. BAKER (MOTHER), NORMAN OSBORN (COUSIN)

AFFILIATES: FORMER MEMBER OF THE SINISTER SIX, FRIGHTFUL FOUR, AND INTRUDERS. RESERVE MEMBER OF THE AVENGERS, SILVER SABLE AND THE WILD PACK, OUTLAWS, HYDRO-MAN, THING, SPIDER-MAN.

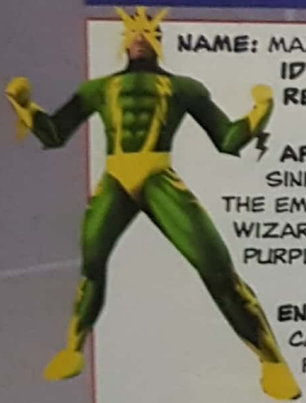
ENEMIES: SPIDER-MAN, HULK, FANTASTIC FOUR, HYDRO-MAN, ENFORCERS, TRAPSTER, AND WIZARD

POWERS: SANDMAN HAS SUPERHUMAN STRENGTH AND THE ABILITY TO CONVERT OR PART HIS BODY INTO SAND-LIKE SUBSTANCE USING MENTAL COMMAND. HE CAN INCREASE THE DENSITY OF HIS BODY GREATLY, THUS MAKING HIM NEARLY INVULNERABLE TO PHYSICAL INJURY. HE CAN ALSO FUSE HIS SAND-LIKE BODY INTO GLASS.

ORIGIN: AFTER ESCAPING FROM PRISON, "BILL" FOUND REFUGE IN A MILITARY NUCLEAR TESTING SITE ON A BEACH. SUBSEQUENTLY, HE WAS EXPOSED TO A REACTOR'S EXPLOSION BOMBARDING HIM WITH HUGE AMOUNTS OF RADIATION. AFTER AWAKING, HE REALIZED HE HAS CHANGED—AND THUS WAS BORN THE SANDMAN!

BOSS FIGHT OCCURS:: LEVEL 12: CATCH THAT TRAIN!; LEVEL 20: SPIDEY VS. SANDMAN AGAIN

ELECTRO™



NAME: MAXWELL DILLON
ID: PUBLIC
RELATIVES: UNKNOWN

AFFILIATES: FELLOW MEMBER OF THE SINISTER SIX, FRIGHTFUL FOUR, AND THE EMISSARIES OF EVIL. AN ALLY OF THE WIZARD, TRAPSTER, BLIZZARD, AND THE PURPLE MAN.

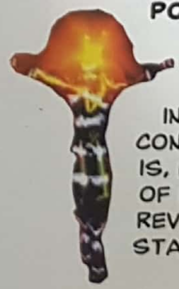
ENEMIES: SPIDER-MAN, DAREDEVIL, CAPTAIN AMERICA, FANTASTIC FOUR, FALCON, X-MAN, AND SHOCKER

POWERS: ELECTRO HAS THE ABILITY TO GENERATE ELECTROSTATIC ENERGY AT 1,000 VOLTS PER MINUTE AND STORE UP TO 1 MILLION VOLTS. HE CAN KILL A HUMAN BEING AT A DISTANCE OF 10 FEET, PLUS HE CAN OVERRIDE ANY ELECTRICALLY POWERED DEVICE AND MANIPULATE IT MENTALLY. HE ALSO HAS RECENTLY GONE THROUGH A "POWER SURGE" IN THE PAGES OF AMAZING SPIDER-MAN.

ORIGIN: AFTER BEING STRUCK BY LIGHTNING, AN UNUSUALLY CONFIGURED MAGNETIC FIELD WAS CREATED. MAXWELL DILLON WAS CAUGHT RIGHT IN THE MIDDLE OF IT! A MUTAGENIC CHANGE OCCURRED TO HIS BODY, SOON FOLLOWED BY A LIFE OF CRIME.

BOSS FIGHT OCCURS: LEVEL 23: SPIDEY VS. ELECTRO

HYPER-ELECTRO™

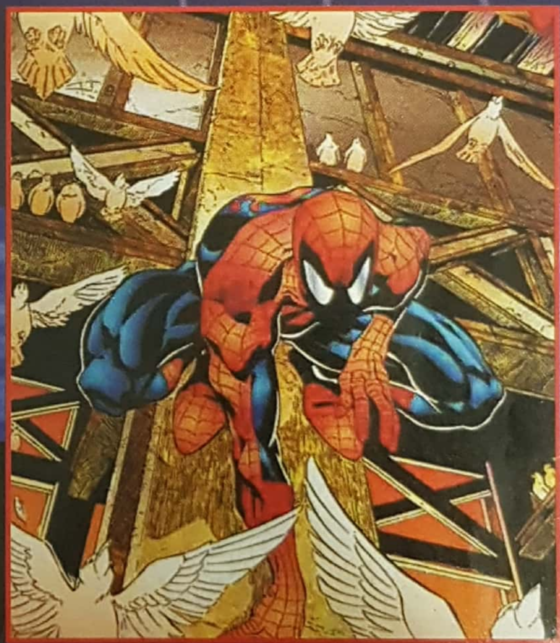


POWERS: IN ADDITION TO ELECTRO'S DAUNTING ARRAY OF OFFENSIVE AND DEFENSIVE WEAPONS, HIS NEW INCARNATION GRANTS HIM INVULNERABILITY AND ADDITIONAL CONTROL OVER ALL THINGS ELECTRICAL. HE IS, HOWEVER, DEPENDENT UPON A SOURCE OF ELECTRICITY AND CAN BE TEMPORARILY REVERTED TO HIS NORMAL, VULNERABLE STATE.

ORIGIN: JUST WHEN YOU THINK YOU HAVE ELECTRO DEFEATED, HE EMERGES WITH THE BIO-NEXUS DEVICE, CONVERTING HIMSELF INTO PURE ENERGY.

BOSS FIGHT OCCURS: LEVEL 24: SPIDEY VS. HYPER-ELECTRO

CHAPTER 3: WALKTHROUGH



LEVEL 1: ENTER THE WEB-HEAD

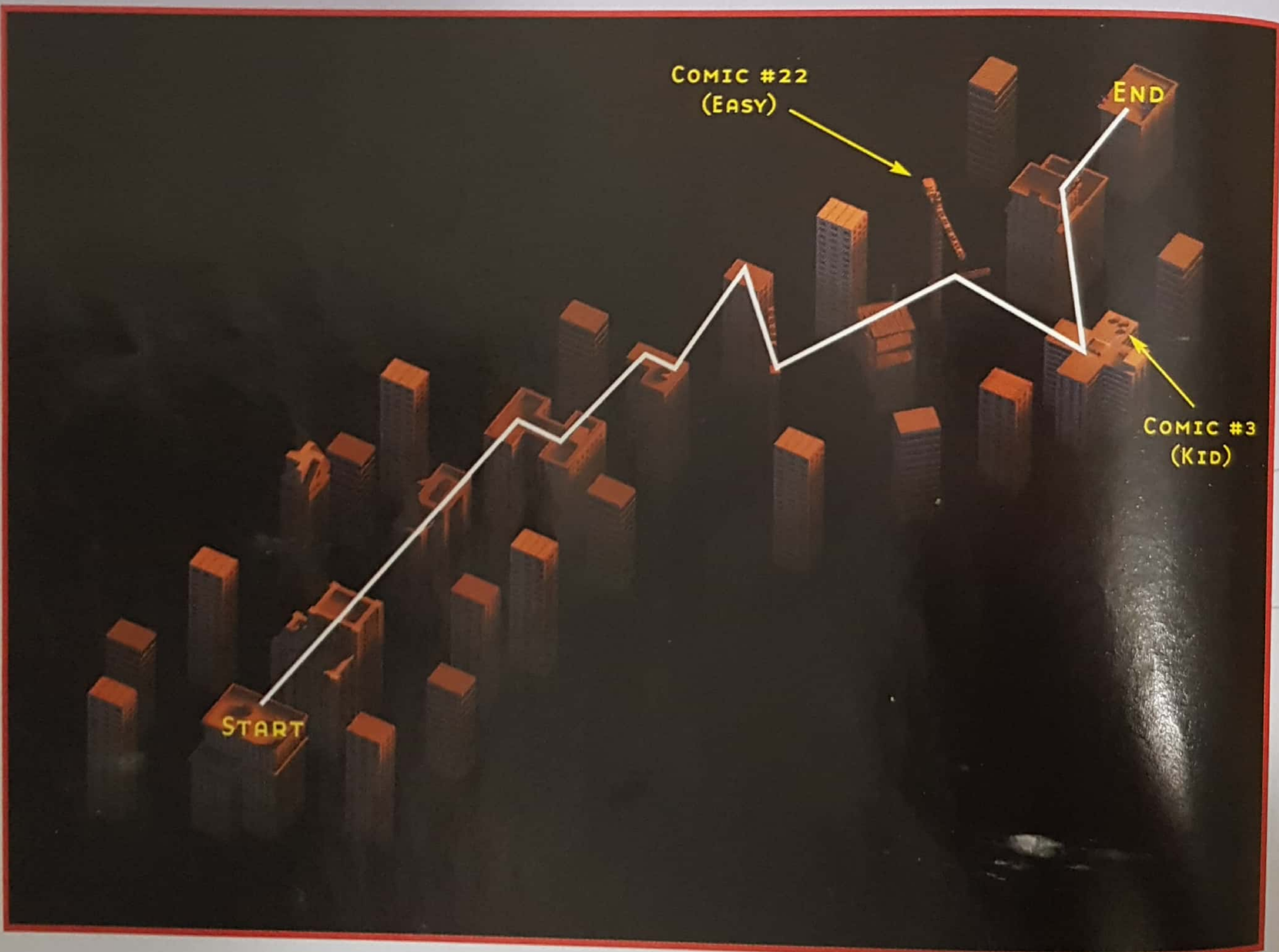
OBJECTIVE

CROSS OVER TO THE BUILDING ON THE OPPOSITE SIDE OF THE MAP.

OVERVIEW

THE FIRST LEVEL PROVIDES A GOOD TASTE OF ROOFTOP ACTION. USING THE SPIDEY COMPASS AND SOME ADVICE FROM BEAST, ZOOM OVER AND ACROSS A LINE OF VERTIGO-INDUCING SKYSCRAPERS AND DISPOSE OF A FEW BADDIES ALONG THE WAY. TO ACCOMPLISH THE GOAL, YOU MUST REACH THE OTHER SIDE.

ENEMIES: HENCHMEN



THE ADVENTURE BEGINS, NOT SURPRISINGLY, ON A HIGH ROOFTOP. AFTER A SHORT CONVERSATION WITH BEAST, IN WHICH YOU LEARN ABOUT THE FINE ART OF WEBSLINGING, CHECK OUT THE **QUESTION MARK** JUST AHEAD.



PREPARING FOR LONG JUMPS

When covering long distances, jump first and then perform the Web Swing. If you want to change direction during flight, press the jump button to release the web, move to the desired direction, and quickly press the Web Swing button again.

WITH THE COMPASS AS YOUR GUIDE, SWING TO THE BUILDING WITH TWO LOWER ROOFS. NOTE THE *X-MEN 2* BILLBOARD ON THE HIGHEST ROOF. CHECK OUT THE **QUESTION MARK** AND MEET WITH BEAST ON THE MIDDLE TIER; DOING SO REWARDS YOU WITH A **WEB CARTRIDGE**. CLIMB TO THE TOP OF THIS BUILDING TO DISCOVER ANOTHER **QUESTION MARK**.





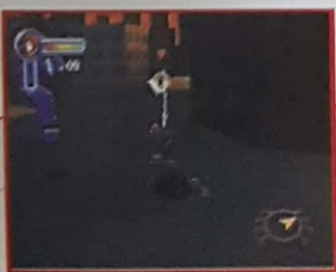


KNOW YOUR LIMITS

Spidey can only Web Swing twice consecutively. If you don't reach your chosen destination with this swing range, press the Web Swing button again to launch a new web.

CONTINUE TO FOLLOW THE COMPASS AND SWING THE LONG DISTANCE TO THE NEXT BUILDING. BE WARNED, HOWEVER, THAT A GROUP OF HENCHMEN PATROL THE UPPER AND LOWER ROOFS. AS YOU APPROACH THE AREA, YOUR SPIDER SENSE BEGINS TO TINGLE. TAKE A TIP FROM BEAST AND SNEAK UP *BEHIND* THE HENCHMAN ON THE LOWER ROOF AND WRAP HIM IN WEBBING. THEN CLIMB TO THE UPPER ROOF AND GIVE THE OTHER HENCHMAN THE SAME TREATMENT. CHECK OUT ALL THREE **QUESTION MARKS** BEFORE CONTINUING ON THIS ADVENTURE. LOOK INTO THE DISTANCE TO FIND AN H-SHAPED BUILDING. YOU HAVE A CLEAR BUT LONG SHOT AT THE TWO HENCHMEN PACING ON ITS ROOF, SO SEND AN IMPACT WEB THEIR WAY.



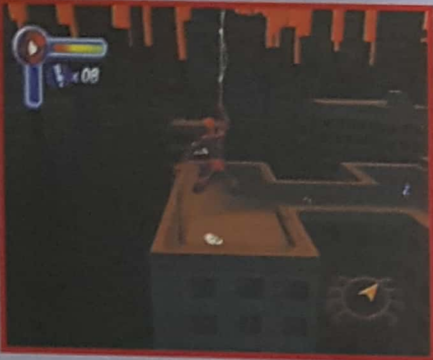






IT'S A LONG SHOT

To fire a long-distance attack, press and hold the Web Target button and move the target crosshair (or "reticule") over the enemy at whom you wish to fire. The crosshair turns into a flashing yellow indicator when the lock is good. Now shoot! Note that your intended target may move before the attack arrives, so there are no guarantees!



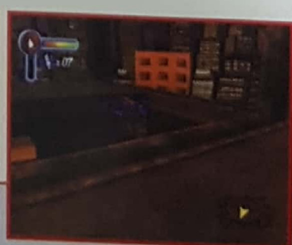

SWING OVER TO THE H-SHAPED BUILDING AND CLEAR IT OF ANY LINGERING OPPOSITION. EXPLORE THE ROOFTOP TO FIND A **QUESTION MARK**. AFTER DISCUSSING MODERN SUPERHERO MEDICINE WITH BEAST, NAB A **HEALTH PACK**.

FROM THE HEALTH PACK, SWING TO THE BUILDING AHEAD AND TO THE RIGHT. FACE OFF AGAINST THE HENCHMAN AND LOOK BEHIND THE AIR CONDITIONING UNIT TO FIND ANOTHER **QUESTION MARK** AND, OF COURSE, BEAST.



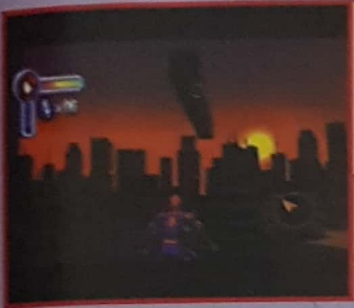
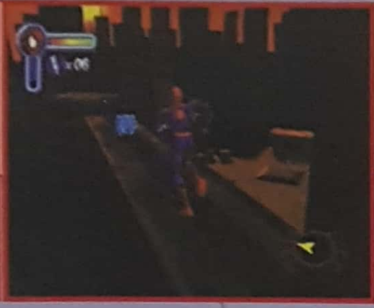

USING THE WEB TARGET SYSTEM BEAST EXPLAINED TO YOU, SWING OVER TO THE FIRST CRANE AND THEN TO THE BUILDING UNDER CONSTRUCTION. OBEY YOUR SPIDER SENSE AND DROP TO THE LOWER FLOOR TO KNOCK OUT THE WANDERING HENCHMAN. NEXT, USE THE WEB ZIP-LINE TO RETURN TO THE UPPER FLOOR AND CHECK OUT THE **QUESTION MARK**. BEAST'S LOCATION HINTS AT WHERE TO GO




USING WEB TARGET

Press and hold Web Target to access your targeting crosshair. Position the crosshair on the top of the crane (the target reticule will turn green). Press the Web Swing button to stick Spidey's web to the crane and immediately swing to the spot you targeted.

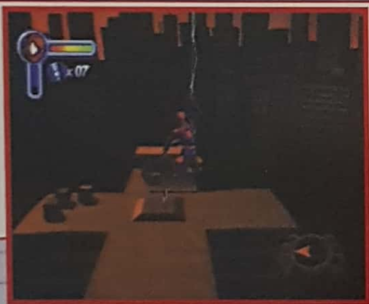
USE THE WEB TARGET TO SWING TO THE HANGING GIRDER AND CRAWL ON TOP TO FIND A HIDDEN **WEB CARTRIDGE**.



WEB TARGET ESSENTIALS

The Web Target system works for both targeting offensive attacks and for precise Web Swing navigation. Both uses, however, have limited range. If a destination or target is too far away, the reticule will *not* turn green.

SWING TO THE X-SHAPED BUILDING AHEAD. LEARN SOME ADDITIONAL BASICS FROM BEAST AND THE **QUESTION MARK**, AND THEN PRACTICE YOUR WEB YANK ON THE BOXES POSITIONED ON THE ROOF.

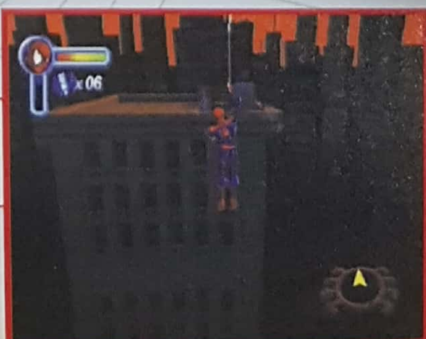






MAKE YOUR WAY OVER TO THE BUILDING WITH THE "VICARIOUS VISIONS" BILLBOARD, AND DISPOSE OF THE HENCHMAN ON THE TOP ROOF. NEXT, DROP DOWN TO THE LOWER ROOF TO PUT THE HURT ON THE TWO HENCHMEN. PICK UP THE **HEALTH PACK** WHILE YOU'RE AT IT. TRIGGER THE **QUESTION MARK** AND BID A FOND FAREWELL TO BEAST.

FOLLOW THE COMPASS TO THE FINAL BUILDING AS THIS FIRST INSTALLMENT COMES TO A CLOSE.



LEVEL 2: BURGLARY INTERRUPTED

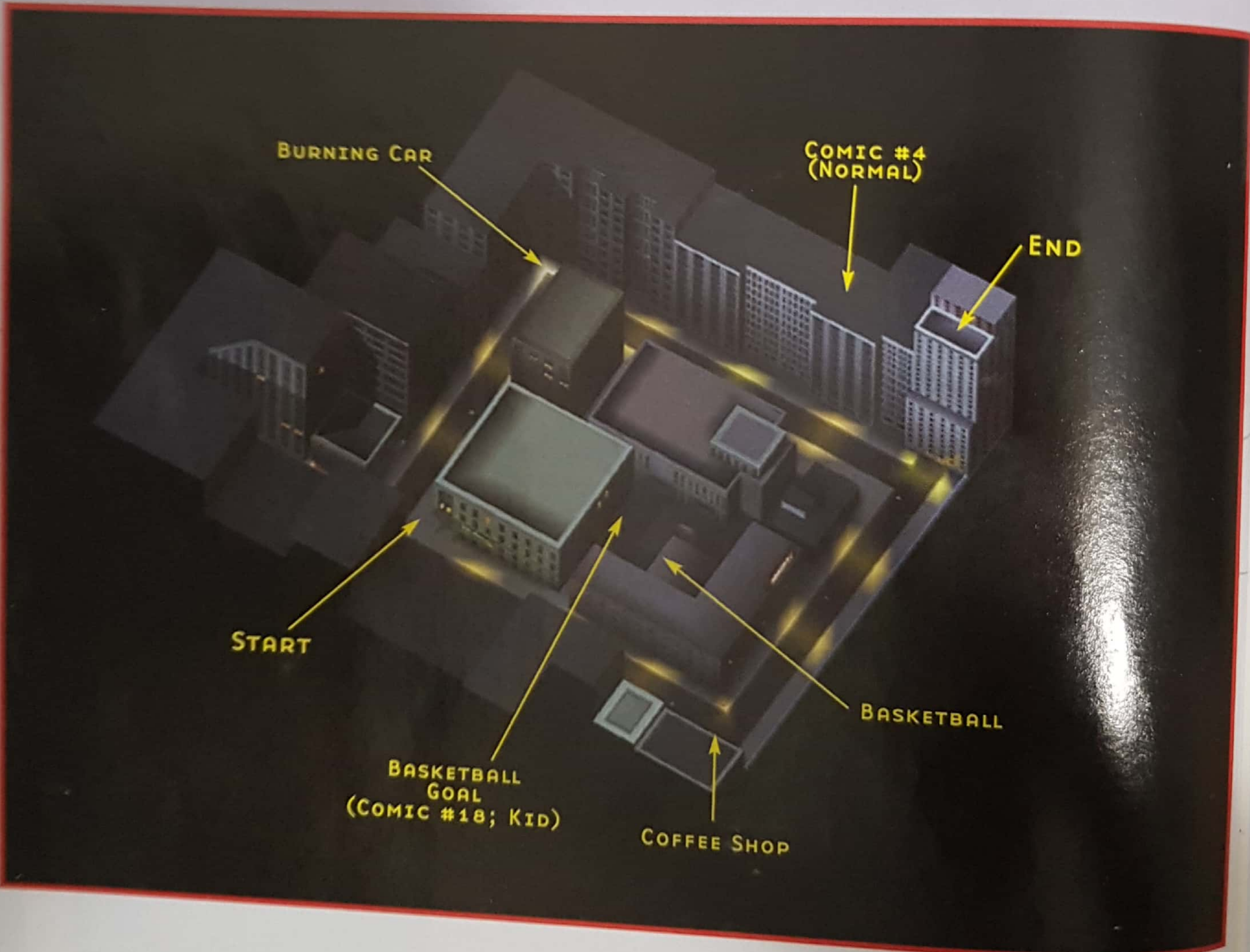
OBJECTIVE

CLEAR THE STREETS OF BAD GUYS AND GET TO A HIGH POINT TO EFFECTIVELY USE YOUR TRACKER.

OVERVIEW

A DAY IN THE LIFE AS SPIDER-MAN JUST WOULDN'T BE COMPLETE WITHOUT ARRIVING ON THE SCENE OF A BANK HEIST. IN THIS PRIMARILY STREET-BASED MISSION, YOU MUST CLEANSE THE STREETS OF SOME UNSAVORY ELEMENTS AND PUT OUT A FEW FIRES. ALONG THE WAY, MAKE SURE YOU COLLECT THE COPIOUS WEB CARTRIDGES AND HEALTH PACKS. AFTER CLEARING THE STREETS, YOU MIGHT EVEN FIND SOME TIME TO PLAY SOME HOOPS. YOU'LL NEED GOOD RECEPTION ON YOUR TRACKER, SO TRY SCALING THE TALLEST BUILDING ON THE BLOCK.

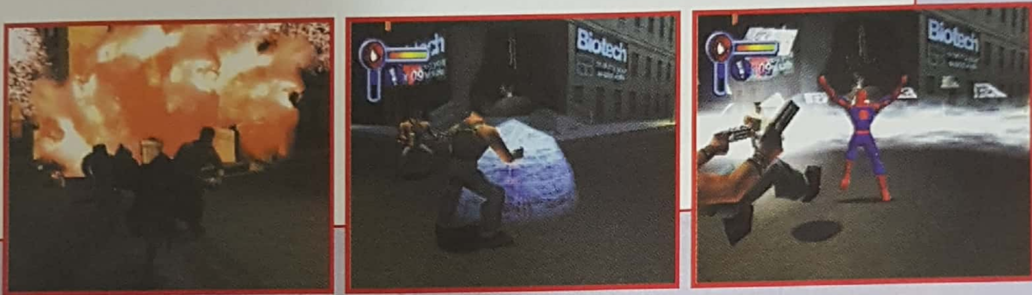
ENEMIES: HENCHMEN



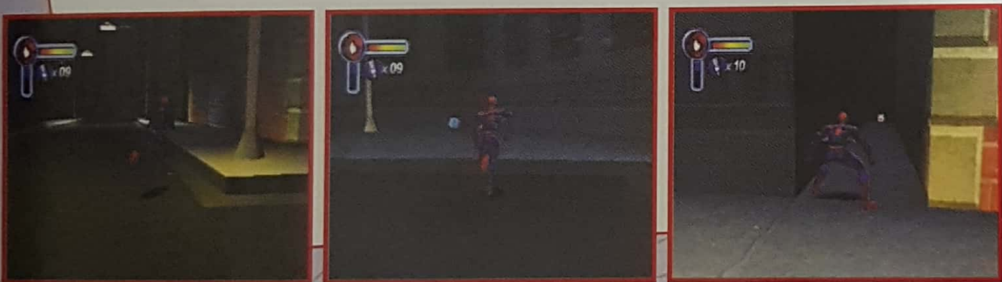
KNOW YOUR SURROUNDINGS

This level is based around four streets. You start off on Eitak Road. Clockwise from this location are Front Street, Cas Street (running parallel to Eitak), and River Street.

AS THE BANK BLOWS UP, A HOODED FIGURE MOTORS AWAY TO SAFETY, LEAVING YOU IN THE MIDST OF HIS TWO HENCHMEN. A WEB DOME WORKS GREAT IN THIS SITUATION; IF EITHER FOE SURVIVES THE BLAST, THROW A PUNCH OR TWO TO FINISH THE JOB.



FROM THE CORNER OF FRONT AND EITAK STREETS, SPRINT TO THE DEAD END TO THE LEFT (AS YOU FACE THE BANK). A **WEB CARTRIDGE** AWAITS YOU HERE. WHEN YOU RETURN TO THE BANK, LOOK FOR AN ALLEY TO THE LEFT. THE ALLEY LEADS TO A **HEALTH PACK**. LEAVE THE ALLEY THE WAY YOU CAME AND RETURN TO THE BANK.



CONTINUE DOWN EITAK ROAD PAST THE BANK, AND LOOK FOR A **WEB CARTRIDGE** BEHIND A DUMPSTER TO YOUR RIGHT. THEN GO ACROSS THE STREET AND PICK UP THE MAILBOX TO REVEAL A HIDDEN **HEALTH PACK**. THERE'S AN ALLEY HERE THAT WE'LL DEAL WITH SOON... BUT NOT YET!

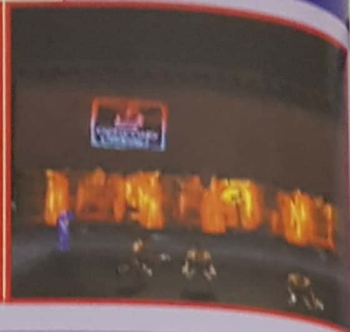


HIDDEN POWER-UPS

Power-ups are often concealed under mailboxes, trashcans, and other destructible items. Throw some of these objects around to reveal some unseen goodies. You can pick them up by either pressing the Punch button (press Punch again to release) or destroying them with a Web Yank or Impact Web. The Web Yank and Impact Web are, however, a tremendous waste of Web Fluid.

PROCEED DOWN EITAK ROAD TO THE COFFEE SHOP ON THE CORNER OF EITAK AND RIVER STREET. NO TIME FOR A LATTE, THOUGH, AS SOME HENCHMEN BOMB THE PLACE INTO OBLIVION. YOU MUST DEAL WITH THEM FIRST AND THEN PUT OUT THE FIRE BEFORE IT SPREADS TO THE WHOLE BLOCK. A SPIDER'S WORK IS NEVER DONE!





The Burning Coffee Shop

FIGHT OFF THE THREE HENCHMEN USING YOUR FISTS, FEET, AND WEBBING. DO WHATEVER WORKS BEST FOR YOU; THERE ARE PLENTY OF WEB CARTRIDGES IN THIS LEVEL, SO DON'T WORRY ABOUT RUNNING OUT. WITH THE HENCHMEN DEFEATED, CHECK OUT THE **QUESTION MARK** NEAR THE CORNER. HMM, WHAT COULD YOU USE TO PUT OUT THAT FIRE?

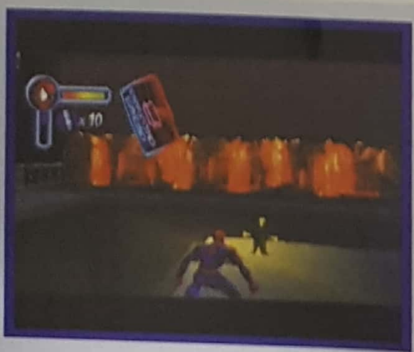


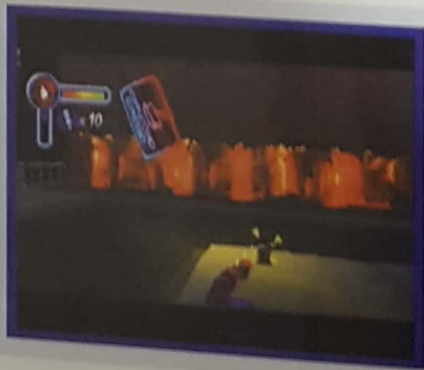


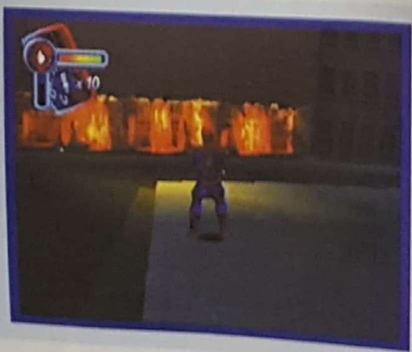
HURRY UP!

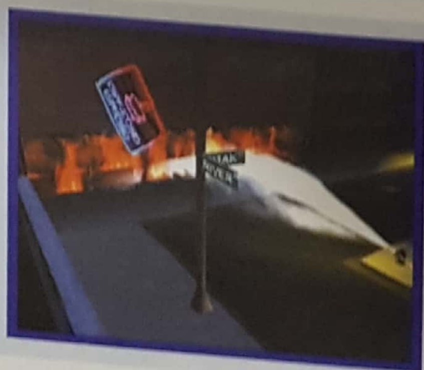
If you take too long putting out the fire, the game ends.

GET BEHIND THE FIRE HYDRANT, FACING TOWARD THE BURNING COFFEE SHOP. WEB TARGET THE HYDRANT AND PERFORM A MIGHTY WEB YANK. YOUR BIT OF SOCIALLY NECESSARY VANDALISM PUTS OUT THE BLAZE LICKETY-SPLIT.









SCAMPER DOWN RIVER STREET, BYPASSING THE ALLEYWAY TO YOUR LEFT. AT THE CORNER OF RIVER AND CAS STREETS, NOTE THE BUILDING WITH THE RED/WHITE BARRIERS AROUND THE BOTTOM. YOU'LL RETURN HERE LATER.





The Burning Car



CONTINUE DOWN CAS STREET UNTIL YOU SPY A COUPLE OF HENCHMEN LURKING AROUND A CAR. TARGET THEM FROM A DISTANCE IF YOU LIKE AND QUICKLY DISPOSE OF THEM.

WHEN THE CAR DETONATES, YOU MUST QUICKLY EXTINGUISH THE FLAMES. CONSULT THE **QUESTION MARK** FOR A LITTLE HELP. RUN TO ONE SIDE OF THE CAR AND PRESS THE WEB TARGET BUTTON TO AUTO-TARGET THE FLAMES. TAP THE WEB BUTTON TO SPRAY A SHOT OF WEB FLUID ON THE FIRE. QUICKLY RUN TO THE OTHER SIDE OF THE CAR AND REPEAT THE PROCESS ON THE OTHER OPEN CAR WINDOW.



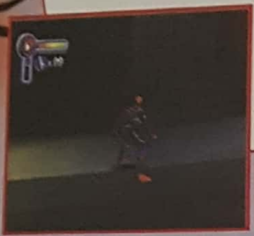
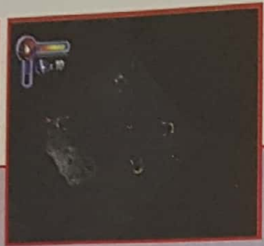
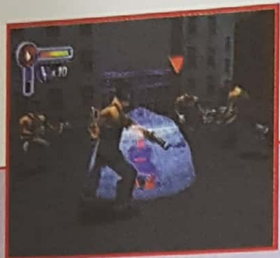
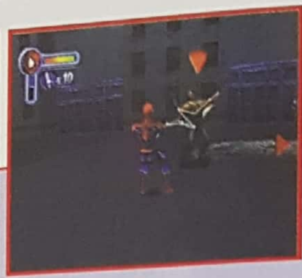




PUT OUT THAT FIRE!

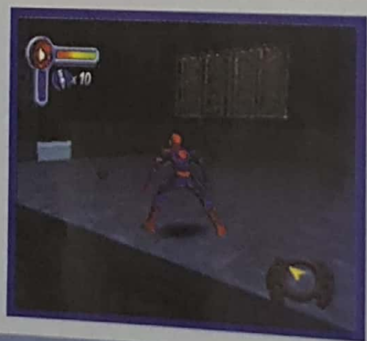
If you take too long to extinguish the flames, the game ends. Also, if you take too long to extinguish the second fire after dousing the first one, the first one will reignite.

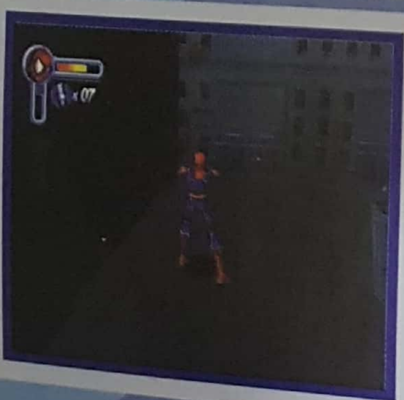
TURN TO THE LEFT UP FRONT STREET (TOWARDS EITAK ROAD) AND GO LEFT INTO THE ALLEYWAY. THIS TAKES YOU TO AN ABANDONED BASKETBALL COURT. IT ISN'T ABANDONED FOR LONG, HOWEVER, AS FOUR HENCHMEN CONVERGE WHEN YOU ARRIVE. THERE ARE SEVERAL WAYS TO HANDLE THIS TRICKY SITUATION. IF YOU HAVE LOTS OF WEB FLUID IN STOCK, CAST A WEB DOME. THIS PROTECTS YOU FROM THE INITIAL ONSLAUGHT AND DAMAGES ALL OF THE HENCHMEN WHEN IT EXPLODES. YOU CAN ALSO RETREAT TO THE ROOFTOPS, BEHIND OBSTACLES, OR OUT IN THE STREET AND FIGHT THE HENCHMEN ONE AT A TIME. PICK UP THE **WEB CARTRIDGE** NEAR THE BASKETBALL GOAL.


Easter Egg

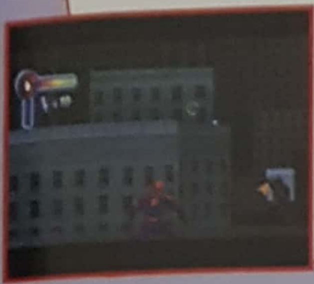
WHILE FACING TOWARD THE BASKETBALL GOAL, TURN AROUND AND CLIMB THE BUILDING WITH THE DUMPSTER IN THE CORNER. AT THE TOP YOU'LL FIND A BASKETBALL. AWESOME, BABY! GRAB THE BALL BY PRESSING THE PUNCH BUTTON AND JUMP BACK TO THE COURT. TO SHOOT THE BALL, LINE UP WITH THE HOOP AND PRESS THE PUNCH BUTTON. IF YOU SINK A SHOT, YOU RECEIVE A **HEALTH PACK**.



TO TICKLE THE TWINE, PROPER POSITIONING IS REQUIRED. STAND ALONG THE WALL TO THE LEFT OF THE HOOP, JUST BEYOND THE TRASH CAN (AS SHOWN IN THE SCREENSHOT). ONCE YOU'RE LINED UP, SHOOT THE BALL.

SCALE THE WALL OPPOSITE THE BASKETBALL GOAL (THE SAME WALL YOU PROBABLY USED TO FIND THE BASKETBALL) AND LOOK TO THE LEFT. IN THE DISTANCE, YOU'LL SEE A TWO-LEVEL ROOF WITH A **WEB CARTRIDGE** ON IT. SWING OVER TO IT AND CLAIM THE **WEB CARTRIDGE** AND **HEALTH PACK** FROM THE LEDGE.



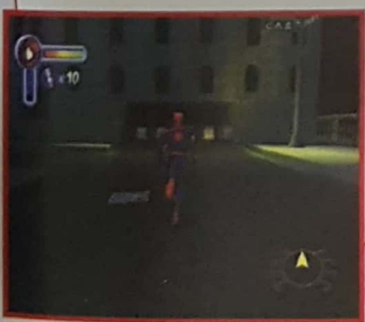








RETURN TO THE BUILDING AT THE CORNER OF CAS AND RIVER STREETS. IT'S A LONG WAY TO THE TOP, SO YOU BETTER START CLIMBING. WHEN YOU REACH THE TOP, THE LEVEL IS COMPLETE.







LEVEL 3: ROOFTOPS BY NIGHT

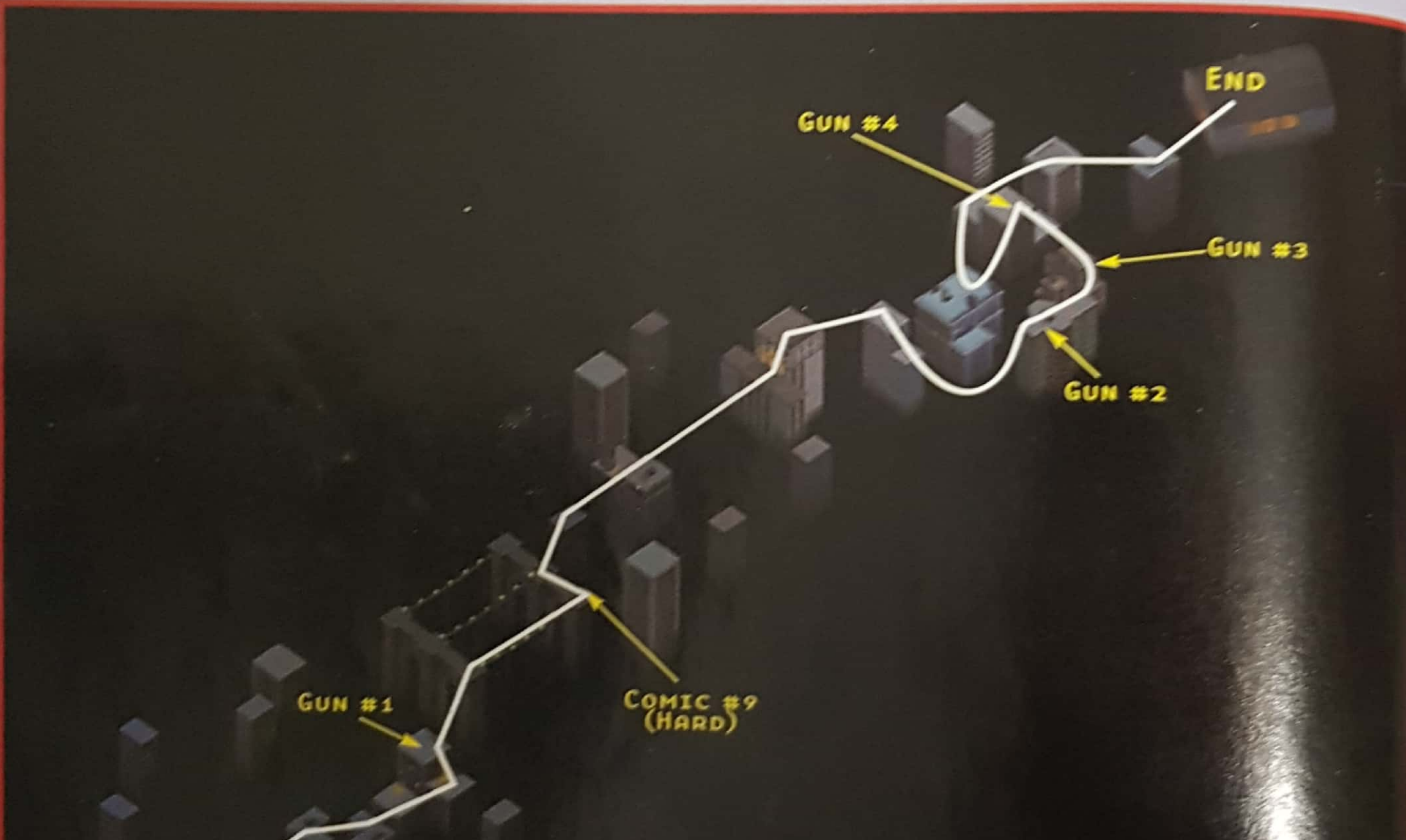
OBJECTIVE

CROSS THE ROOFTOPS TO THE OLD WAREHOUSE, TAKING OUT ALL FOUR BIG GUNS ALONG THE WAY.

OVERVIEW

ALL ALONG THE ROOFTOPS AND ACROSS A MASSIVE SUSPENSION BRIDGE, YOU MUST SWING AND SPIN THOUGH A SMALL ARMY OF HIRED GOONS AND A BUNCH OF BIG, ANTI-AIRCRAFT (AND ANTI-ARACHNID) GUNS. IF YOU THINK CROSSING THE BRIDGE IS HARROWING, YOU'LL NEED TO FASTEN YOUR SEATBELT FOR THE THREE-GUN CROSSFIRE BLOCKING YOUR WAY TO THE WAREHOUSE.

ENEMIES: HIRED GOONS



The Bridge

START BY FINISHING THE CLIMB UP THE TALL BUILDING. AS YOU APPROACH THE FIRST LANDING, YOUR SPIDER SENSE STARTS TO TINGLE. CLIMB UP TO THE MAIN ROOF AND PUMMEL THE LONE HIRED GOON.





LOOKING TOWARD THE NEXT BUILDING IN THE DISTANCE (ALONG THE COMPASS COURSE), TAKE NOTE OF THE TWO HIRED GOONS PATROLLING BACK AND FORTH. GIVE THEM A REAL SURPRISE BY WEB YANKING THEM OFF THEIR FEET AND INTO THE CHASM. IF YOU FEEL LESS NASTY, YOU CAN SWING OVER AND DISPOSE OF THEM USING HAND-TO-HAND COMBAT. LOOK AROUND FOR A **WEB CARTRIDGE** AFTER ELIMINATING THE HIRED GOONS.

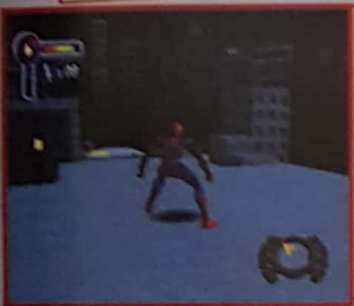














SWING OVER TO THE NEXT BUILDING AHEAD AND TO THE RIGHT TO FIND A **QUESTION MARK**. HEED ITS ADVICE AND USE CAUTION IN JUMPING TO THE NEXT BUILDING. TAKE NOTE OF THE BIG GUN ON THE HIGHEST OF THE THREE ROOFS.

IT'S BEST TO USE THE STEALTH APPROACH HERE. TO DO SO, SWING TO THE MIDDLE (RIGHT) ROOF, CLIMB UP THE SIDE, AND SNEAK UP ON THE UNSUSPECTING HIRED GOON MANNING HIS WEAPON. DISABLE THE GUN BY EITHER COVERING IT IN WEBBING OR PUNCHING IT UNTIL IT EXPLODES. TURN AROUND TO FIND A **HEALTH PACK** BETWEEN THE TWO EXHAUST VENTS.











TAKE IT OUT!

However you decide to disable this gun, make sure it's out of commission or you can't finish the level.

WEB-SLING UP TO THE BRIDGE SUPPORT AND IMMEDIATELY EXTERMINATE THE LURKING HIRED GOON. TO REACH THE OTHER SIDE, WALK ALONG THE RIGHTMOST OF THE BRIDGE CABLES.



WHEN YOU REACH THE OPPOSITE SIDE, TURN TO FIGHT THE HIRED GOON AND SCOOP UP THE **HEALTH PACK** AND **WEB CARTRIDGE**. TURN JUST TO THE LEFT OF THE COMPASS POINT TO SPOT A BUILDING WITH A WATER TOWER. YOU MAY NEED TO STOP OVER AT THE BUILDING IN-BETWEEN.

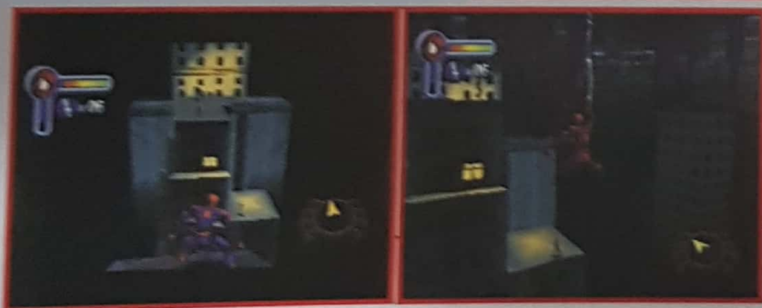


LOOKING FOR POWER-UPS

Don't pick up the **Health Pack** until *after* the fight with the Hired Goon.

WHILE YOU'RE THERE, WEB YANK THE UPPER HIRED GOON INTO OBLIVION. THEN SOAR OVER AND DROP DOWN TO THE LOWER ROOF AND CLOBBER HIS PARTNER.





IN THE DISTANCE, THE NEXT BUILDING ALONG THE COMPASS PATH BOASTS UPPER AND LOWER ROOFTOPS. A HIRED GOON MANS EACH ONE, SO ELIMINATE BOTH OF THEM USING WHATEVER MEANS NECESSARY.

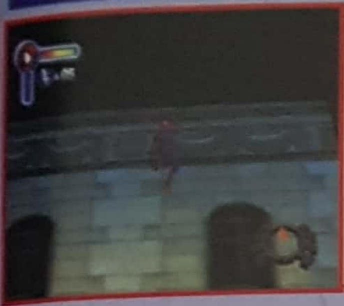
THE NEXT BUILDING ALONG THE ROUTE BOASTS SOME BEAUTIFUL STRUCTURES AND A SMALL SQUAD OF HIRED GOONS. YOU CAN EITHER DRAG THEM TO THEIR DOOM OR DEFEAT THEM USING HAND-TO-HAND COMBAT.



WEB YANK TO THE RESCUE

You can thin the herd of Hired Goons on the next building by utilizing a Web Yank or two.

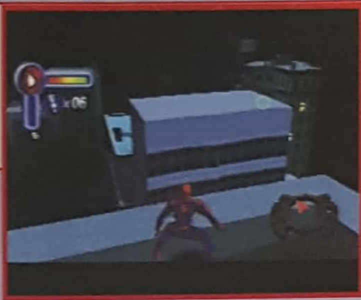
The Crossfire





CLIMB TO THE UPPER ROOF TO FIND A **WEB CARTRIDGE** AND LOOK OUT ONTO WHAT PROMISES TO BE ONE STICKY SITUATION: A TRIO OF BIG GUNS ARRAYED AROUND THE ROOFTOPS. YOU MUST DISABLE THEM ONE AT A TIME.

SWING TO THE FIRST BUILDING TO GET THE LAY OF THE LAND. THERE ARE GUNS STATIONED ON BUILDINGS DIRECTLY AHEAD AND TO THE RIGHT AND LEFT.





MORE POWER-UPS

The central building has a **Web Cartridge**, but mounting an attempt to retrieve it before destroying the guns would not be wise. Instead, wait until the coast is clear.

QUICKLY SWING TO THE LEFTMOST OF THE THREE GUN-TOPPED BUILDINGS. LAND ON THE SIDE WALL AND CLIMB TO THE ROOF. TIE UP THE HIRED GOON WORKING THE GUN BEFORE THROTTLING HIS GRENADE-LOBBING PARTNER. MAKE SURE YOU STAY BEHIND COVER; IF NOT, YOU'LL ABSORB DAMAGE FROM THE OTHER GUNS. BEFORE YOU DEPART, MAKE SURE YOU PUT THE GUN OUT OF COMMISSION.

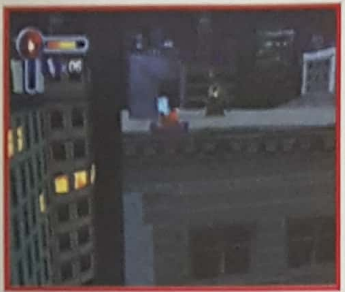


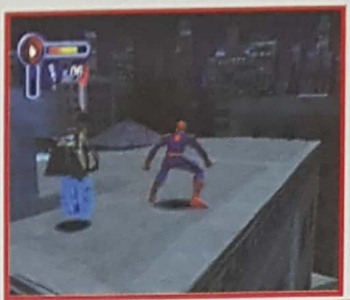


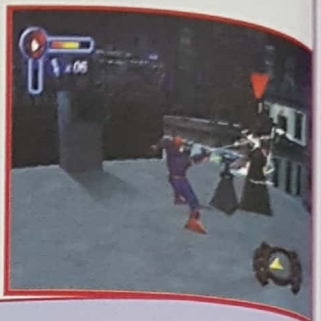




SWING OVER TO THE NEARBY WATER TOWER AND THEN HEAD TO THE SIDE OF THE NEXT BUILDING. USING A STEALTH APPROACH, CLIMB AROUND THE BACK AND TO THE ROOF. DON'T FORGET TO PICK UP THE **WEB CARTRIDGE** AND ROUGH UP THE HIRED GOON WORKING THE GUN. DISABLE THE SECOND GUN BY ANY MEANS YOU CHOOSE.





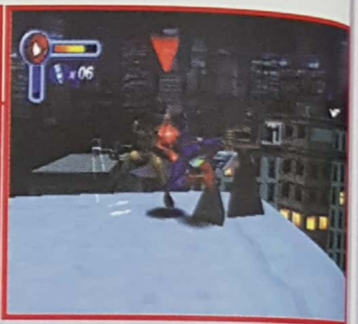


TAKING DAMAGE

If you get caught in the crossfire while swinging, you'll lose your grip and fall. To avoid any additional damage, quickly reactive your Web Swing.

SWING SWIFTLY OVER TO THE FINAL GUN BUILDING. YOU KNOW THE DRILL BY NOW. GET THAT GUN OFFLINE, SUPERHERO!



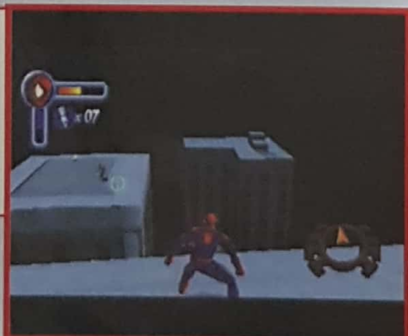






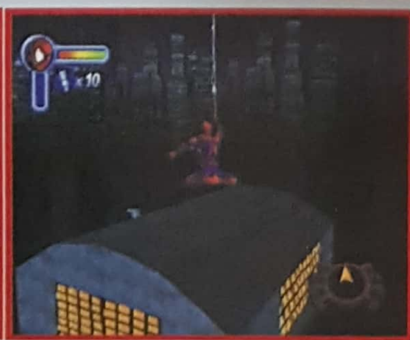
IT'S NOW SAFE TO SWING TO THE CENTRAL BUILDING. THIS IS WHERE YOU'LL FIND A **WEB CARTRIDGE** AND A VERY LONELY HIRED GOON. RETURN TO THE THIRD GUN BUILDING, AND DROP TO THE LOWER ROOF FOR A HIRED GOON FIGHT AND ANOTHER **WEB CARTRIDGE**.

SOAR OVER TO THE NEXT BUILDING AND KNOCK OUT THE HIRED GOON SO YOU CAN PICK UP ANOTHER **HEALTH PACK**.









SWING OVER TO THE NEXT BUILDING EN ROUTE TO THE FINAL DESTINATION—THE LONE WAREHOUSE. AS YOU LAUNCH TOWARD IT, THE LEVEL REACHES ITS THRILLING END.



LEVEL 4: WAREHOUSE 66

OBJECTIVE

ELIMINATE ALL 15 HENCHMEN IN THE WAREHOUSE.

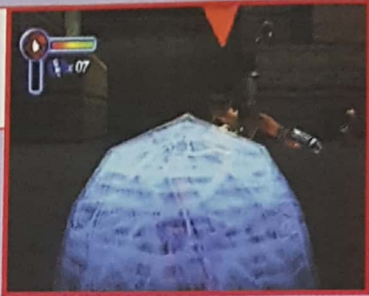
OVERVIEW

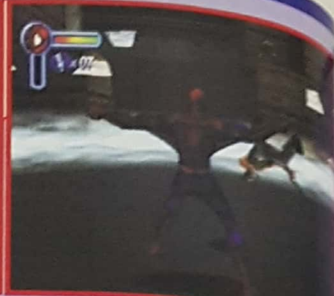
THE GOOD NEWS IN THIS LEVEL IS THAT THERE IS NO CHANCE OF PLUMMETING OFF A ROOF. THE BAD NEWS IS THAT YOU MUST FEND OFF A LARGE HORDE OF HENCHMEN IN A CROWDED, CLOSED SPACE TO GET OUT ALIVE. THEY'RE UP HIGH, THEY'RE DOWN LOW—THEY'RE EVERYWHERE! FORTUNATELY, THIS AREA IS CHOCK-FULL OF POWER-UPS AND STUFF TO THROW.

ENEMIES: HENCHMEN



AS THE FIRST BATCH OF HENCHMEN CLOSE IN, YOU CAN SPIN A WEB DOME OR ZIP-LINE UP TO THE CEILING.

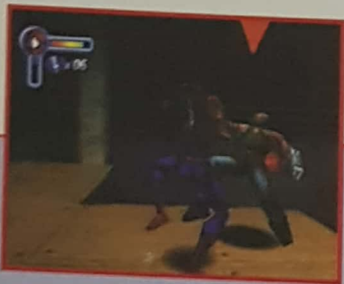


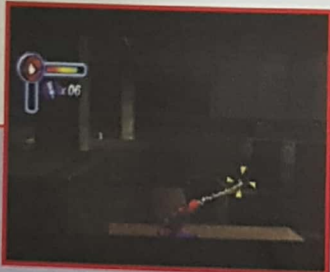


POWER-UPS GALORE

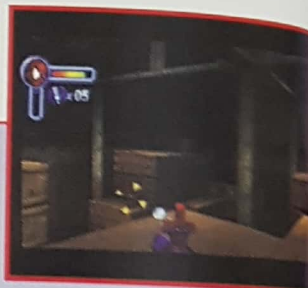
Don't worry about Web Fluid. There is plenty of it in here, along with Health Packs too.

NOW TAKE A POSITION UP HIGH, SO THAT YOU CAN SNIPE AT THE HENCHMEN USING WEB YANKS AND IMPACT WEBS. THIS IS A GREAT WAY TO ELIMINATE QUITE A NUMBER OF ENEMIES.





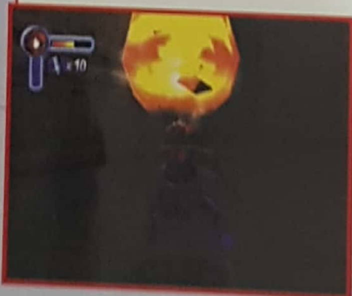




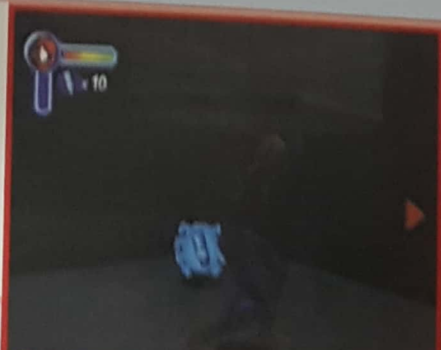
USE THE ENVIRONMENT

When fighting on the ground, you can throw boxes and oil drums for a quick victory.

IF YOU FOLLOW THE TACTIC DESCRIBED IN THE "USE THE ENVIRONMENT" TIP, KEEP IN MIND THAT THE OIL DRUMS EXPLODE ON IMPACT. THEREFORE, YOU CAN DISPOSE OF SEVERAL HENCHMEN AT ONCE. ON THE OTHER HAND, SPIDEY TAKES SOME DAMAGE IF HE'S TOO CLOSE TO THE EXPLOSION. THROW THEM FAR AND AVOID DROPPING ONE.



WHEN YOU PICK UP A MASSIVE PROJECTILE, YOU'LL NOTICE THAT MOST OF THEM CONCEAL EITHER WEB CARTRIDGES OR HEALTH PACKS.





THERE ARE A FEW POWER-UPS IN PLAIN SIGHT, LIKE THIS **HEALTH PACK** PERCHED ATOP A STACK OF CRATES.





EXPLORE YOUR SURROUNDINGS

When there are only a few Henchmen remaining, search the room for hidden power-ups. Smash any box and barrel you can find until your Web Fluid and health are maxed out.

AFTER ELIMINATING ALL 15 HENCHMEN, THE LEVEL ENDS. VOICEOVERS WILL ALERT YOU WHEN YOU'RE GETTING CLOSE. IF THE ROOM SEEMS EMPTY BUT YOU CAN STILL RUN AROUND, IT'S LIKELY THAT A HENCHMAN STILL REMAINS. TAKE ANOTHER SWEEP OF THE AREA AND CHECK THOSE HIGH AREAS FOR ANY STRAGGLERS.

LEVEL 5: SPIDEY VS. SHOCKER

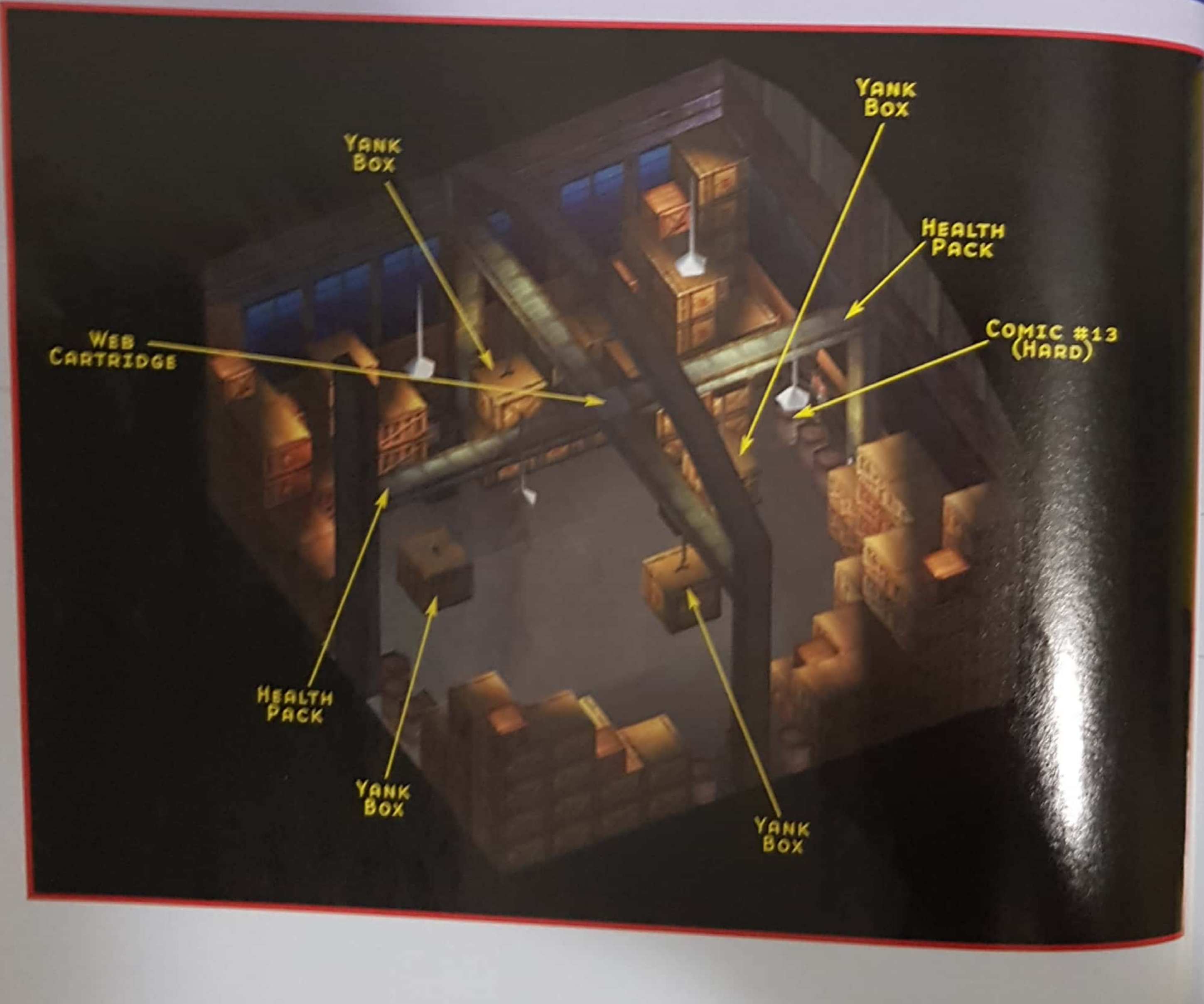
OBJECTIVE

DEFEAT SHOCKER BEFORE THE FIRE REACHES THE FUEL DRUMS.

OVERVIEW

IT'S ONE-ON-ONE, MANO-A-MANO TIME WITH THE SHOCKING ONE. IN THE TIGHT CONFINES OF THIS WAREHOUSE, SPIDEY IS OVERMATCHED. YOU NEED TO FIND A SNEAKY WAY TO VANQUISH THE AGGRESSIVE SHOCKER BEFORE TIME RUNS OUT.

ENEMY: SHOCKER



THERE ISN'T MUCH ROOM TO MOVE AROUND IN THIS WAREHOUSE AND YOUR FREEDOM OF MOTION A BIT CONSTRAINED. YOU CAN TAKE REFUGE IN THE HIGH REACHES OF THE ROOM BY USING THE ZIP-LINE. DON'T LINGER TOO LONG, HOWEVER; SHOCKER CAN TARGET YOU ANYWHERE AND YOU'LL NEVER SEE THE ATTACK COMING UNTIL YOU PLUMMET TOWARD THE FLOOR.



THERE IS A **WEB CARTRIDGE** AND TWO **HEALTH PACKS** HIGH UP IN THE RAFTERS. GIVEN THE HAZARDS INVOLVED, HOWEVER, DON'T TAKE THIS DETOUR UNLESS YOU REALLY NEED IT.

Boss Fight: Shocker

THAT COVERS THE FIGHTING ARENA. NOW WHAT ABOUT THE COMPETITION? SHOCKER ATTACKS VERY QUICKLY AND HIS STRIKES ARE EXTREMELY DIFFICULT TO AVOID.



HIS FLOOR SHOCKWAVE CAUSES THE GROUND TO BUCKLE UNDER YOUR FEET. IT COMES IN WAVES, SO JUMPING TOWARD SHOCKER OR USING A ZIP-LINE WILL GET YOU OUT OF HARM'S WAY. WHEN SHOCKER CROUCHES DOWN TO THE GROUND, PREPARE FOR THE ATTACK.









SHOCKER'S MOST FREQUENT ATTACK IS A VERY FAST SHOCKWAVE BEAM THAT COVERS LONG DISTANCES AND CAN KNOCK SPIDEY OFF HIS FEET. FORTUNATELY, IT'S EASY TO AVOID IF YOU MOVE AS SOON AS YOU SEE IT. KEEP IN MIND THAT THE BEAM WON'T TRACK YOU WHEN YOU RUN.



TO PERFORM THE SHOCKWAVE BEAM ATTACK, SHOCKER MUST FIRST CHARGE HIS ENERGY. THIS PROVIDES AN OPENING FOR AN ATTACK. WHEN SHOCKER SUMMONS HIS POWER, JUMP IN AND STRIKE A FEW BLOWS.

JUMPING IN AND FIGHTING IN CLOSE QUARTERS IS NOT THE BEST APPROACH. YOU WILL CAUSE DAMAGE TO SHOCKER, BUT NOT NEAR AS MUCH AS HE'LL INFLICT AGAINST YOU. ONLY ENGAGE IN HAND-TO-HAND COMBAT IF SHOCKER IS ALL BUT DEFEATED.





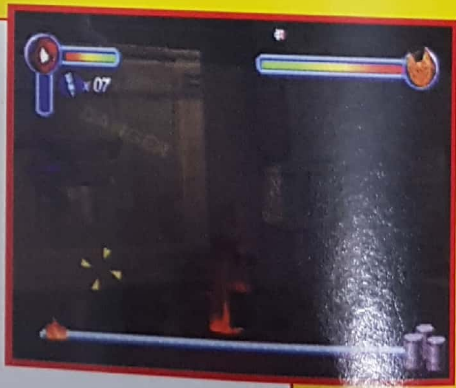




IF YOU DECIDE TO FIGHT UP CLOSE, USE YOUR WEB GLOVES. ALSO, YOU CAN INTERRUPT ANY OF SHOCKER'S ATTACKS WITH A WELL-TIMED WEB YANK.

EVEN WITH ALL THIS KNOWLEDGE, YOU'LL STILL BE OVER-MATCHED. SHOCKER IS JUST TOO FAST, POWERFUL, AND DURABLE. WHAT, THEN, IS THE BEST STRATEGY?

YOU MAY HAVE NOTICED FOUR LARGE BOXES HANGING FROM THE CEILING. POSITION YOURSELF SO THAT SHOCKER IS BETWEEN YOU AND A BOX. THEN PRESS THE TARGET CYCLE BUTTON UNTIL IT LOCKS ONTO A BOX. YOU MAY HAVE TO PRESS TARGET CYCLE TWICE, AS THE FIRST TARGET WILL PROBABLY BE SHOCKER.



BUYING TIME

To get some more time, Web Yank Shocker first and then target the box overhead. This should provide a few extra seconds.

AFTER TARGETING THE BOX, WEB YANK IT ONTO SHOCKER. THE BURNING BOX DETONATES ON IMPACT, SUBSTANTIALLY DIMINISHING SHOCKER'S HEALTH BAR.



USE THIS TACTIC TWO OR THREE TIMES TO WIN THE BATTLE. YOU CAN SAVE AFTER THIS LEVEL.



LEVEL 6: SMOKE SCREEN

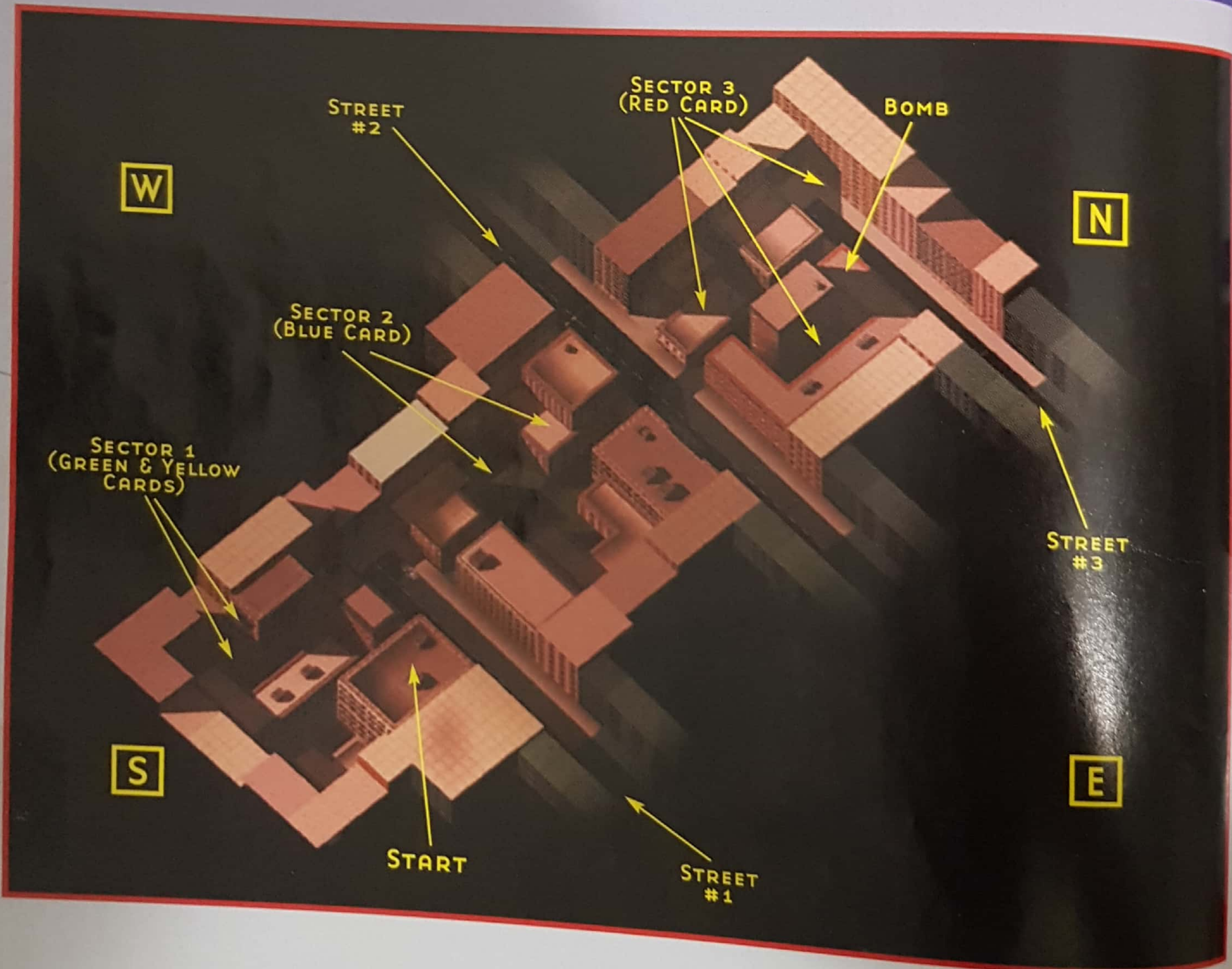
OBJECTIVE

FIND THE BOMB AND THE FOUR COLORED CODE KEYS TO DISARM IT BEFORE THE BOMB DETONATES.

OVERVIEW

YOUR FIRST TASK IS TO FIND THE BOMB, SO JUST FOLLOW THE COMPASS. NEXT YOU MUST DIFFUSE THE BOMB BY ASSAULTING WELL-ARMED MERCENARIES, STEALING THEIR CODE KEYS. TIME IS VERY LIMITED BUT THERE IS A WAY TO STRETCH IT. WHEN YOU PLUG IN ALL FOUR CODE KEYS, THE BOMB IS RENDERED HARMLESS.

ENEMIES: MERCENARIES



The Lay of the Land

THIS MAP IS SMALL BUT SOMEWHAT CONFUSING. IT'S IMPORTANT TO HAVE A GRASP OF ITS GEOGRAPHY BEFORE UNDERTAKING THIS MISSION.

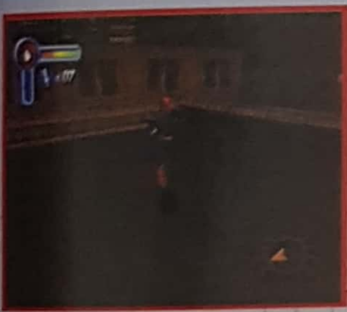
HEADING NORTH

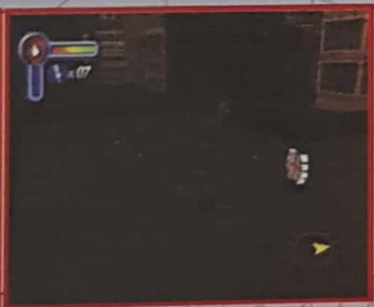
For the purposes of this walkthrough, north is where the compass points at all times (toward the bomb).

THE AREA IS DIVIDED INTO THREE SECTORS, SEPARATED BY HORIZONTAL STREETS. YOUR STARTING POINT IS ON A ROOFTOP IN SECTOR 1. THE BOMB (TO WHICH THE SPIDER COMPASS POINTS) IS IN SECTOR 3.

EACH SECTOR CONSISTS OF SEVERAL ROOFTOPS AND MULTIPLE ALLEYWAYS AT GROUND LEVEL. EXPLORE THE ENTIRE MAP FOR POWER-UPS BEFORE LOCATING THE BOMB. ONCE YOU APPROACH THE EXPLOSIVE DEVICE, TIME BECOMES A FACTOR AND DIMINISHES THE LUXURY OF EXPLORATION.

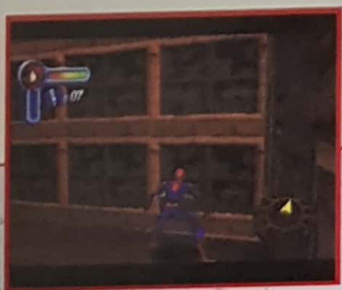
Finding the Bomb





START EXPLORING SECTOR 1 BY TURNING AROUND (*OPPOSITE* THE COMPASS POINT). LOOK DOWN TO SEE THE LOWER ROOF WITH A **HEALTH PACK**. KEEP THIS LOCATION IN MIND FOR LATER.

TURN TOWARD THE COMPASS POINT AND DROP INTO THE NARROW ALLEY TO FIND A **WEB CARTRIDGE**. EXIT THE ALLEY AND TURN TO THE LEFT, AND THEN TAKE TWO RIGHT-HAND TURNS TO FIND A **HEALTH PACK**.





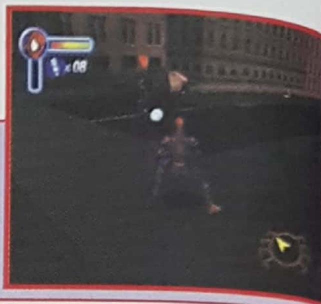


FINDING YOUR WAY AROUND

While getting your bearings straight, it helps to leave some power-ups in recognizable locations. This provides a landmark if you ever get disoriented.

CONTINUE TO FOLLOW THE ALLEYWAYS UNTIL YOU MEET A MERCENARY. ELIMINATE HIM AND MOVE ONWARD. AT THE T-INTERSECTION, GO TO THE LEFT TO FIND A **WEB CARTRIDGE**. CONTINUE OUT INTO STREET 1 TO SPAR WITH ANOTHER MERCENARY. NOTE THE POLICE CAR HERE; USE THIS LANDMARK TO HELP YOU IDENTIFY THIS AS STREET 1. IT'S NOW TIME TO MOVE ON TO SECTOR 2, SO HEAD TO THE ROOFTOPS.

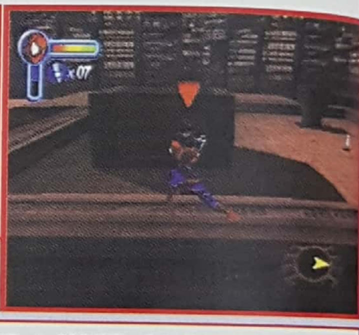


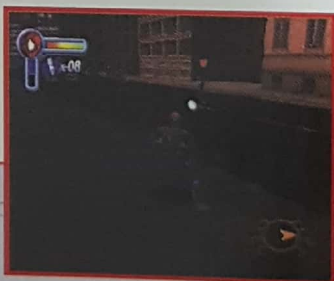
TARGET PRACTICE

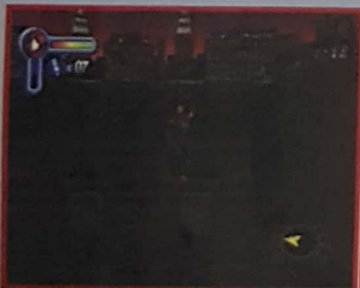
Remember that you can target and fire Impact Webs while you're still swinging.

ATOP THE MIDDLE BUILDING, POUND THE MERCENARY AND PICK UP ANOTHER **WEB CARTRIDGE**. THEN HEAD TO THE BUILDING ON THE NORTH-WEST CORNER OF SECTOR 2 TO FIND A MERCENARY GUARDING A **HEALTH PACK**.

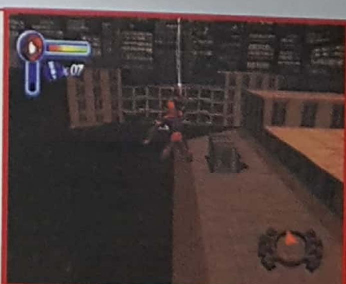
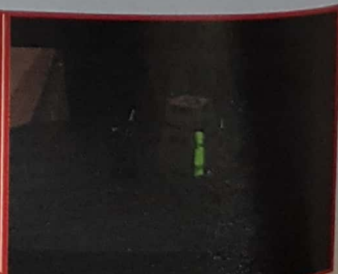
DROP TO THE GROUND AND LOOK AROUND FOR A PAIR OF MERCENARIES AND A **WEB CARTRIDGE**. CONTINUE TO FOLLOW THE COMPASS PATH UNTIL YOU EMERGE INTO STREET 2. DISPOSE OF THE TWO MERCENARIES AND SEEK A **WEB CARTRIDGE** ON THE WEST SIDE OF THE STREET.

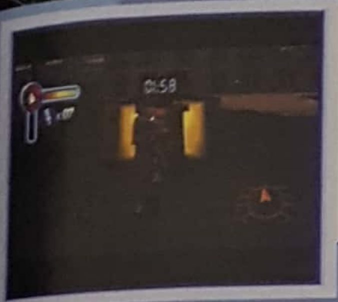




MOVE INTO SECTOR 3 BY CLIMBING UP THE LARGE, RED BRICK BUILDING IN THE MIDDLE OF THE BLOCK. IF YOU LOOK INTO THE DISTANCE TO THE NORTHWEST, YOU'LL SPY A **WEB CARTRIDGE** ATOP A LOWER BUILDING. YOU CAN'T REACH IT, HOWEVER, UNTIL AFTER YOU FIND THE BOMB.

SWING TO THE FAR NORTHERN SIDE OF THE RED BRICK BUILDING. AS YOU APPROACH THE BOMB, THE MERCENARIES SURROUNDING IT ARM IT AND DASH OFF TO THEIR NEW POSITIONS. IN THE PROCESS, THEY TAKE THEIR RESPECTIVE CODE KEYS. YOU NOW HAVE **2 MINUTES AND 30 SECONDS** TO LOCATE THE FIRST CODE KEY.

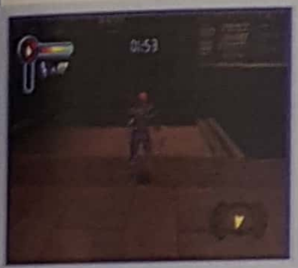



The Red Code Key



AS SOON AS YOU REGAIN CONTROL OF SPIDEY, LOOK DOWN INTO THE COURTYARD SOUTH OF THE BOMB AND THE BUILDINGS AND STREET TO THE WEST.

LOOK INTO THE COURTYARD AND ONTO THE ROOFS OF THE BUILDINGS TO THE WEST TO SEE A GROUP OF MERCENARIES. THEY MAY NOT BE ON THIS EXACT ROOFTOP, BUT THEY'LL BE EITHER TO THE LEFT OR IN THE STREET BELOW AND TO THE RIGHT. ROUGH UP THE MERCENARIES UNTIL ONE COUGHS UP THE **RED CODE KEY.**



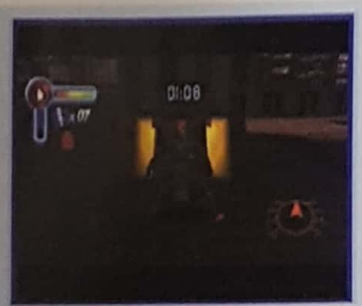


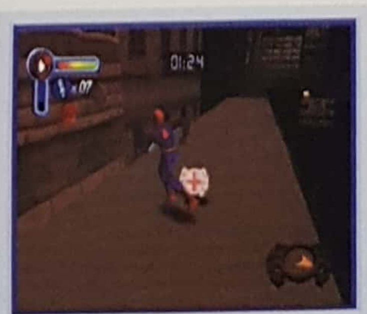


GETTING THE CODE KEYS

It's not necessary to fight all the Mercenaries in each group once you find the Code Key. Once you obtain the Code Key, quickly return to the bomb or the next group.

RETURN TO THE BOMB WITH THE RED CODE KEY. STAND NEAR THE RED PANEL AND PRESS THE PUNCH BUTTON. THIS INSERTS THE CODE KEY AND ADDS TWO MINUTES TO THE DETONATION TIME. IF YOU HAVEN'T FOUND IT ALREADY, DROP DOWN TO THE STREET NORTH OF THE BOMB (STREET 3) TO FIND A **HEALTH PACK**.



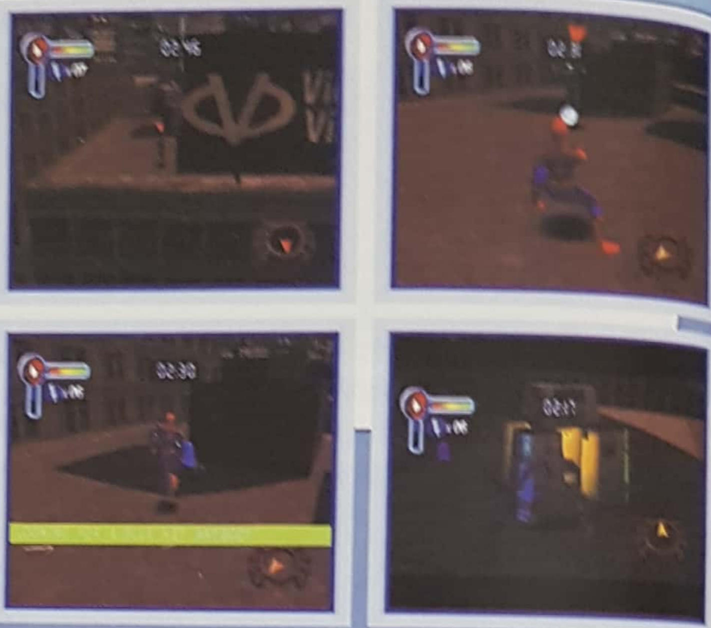


THE CODE KEYS

The actual locations of the Code Keys are randomized, but they each appear in general locations. The **Red Code Key** appears to the west or just south of the bomb itself (in Sector 3). The **Blue Code Key** appears in Sector 2 near the "Activision" billboard. You can find the **Green** and **Yellow Code Keys** in Sector 1 (usually near each other). Keep in mind that you may find the Mercenaries with Code Keys on the ground. The best indicator of the location of the Code Keys is a large group of Mercenaries. If you see a red target triangle appear, you know—even if you can't see them—that Mercenaries are near.

The Blue Code Key

CLIMB BACK UP THE RED BRICK BUILDING AND SWING BACK TO SECTOR 2. THE GANG WITH THE BLUE CODE KEY IS CAMPED ON OR NEAR THE "ACTIVISON" BILLBOARD. DEFEAT THE MERCENARIES TO GET THE **BLUE CODE KEY**, AND THEN RETURN TO THE BOMB AND PLUG IN THE KEY. AS A REWARD, YOU RECEIVE ONE ADDITIONAL MINUTE ON THE BOMB TIMER.

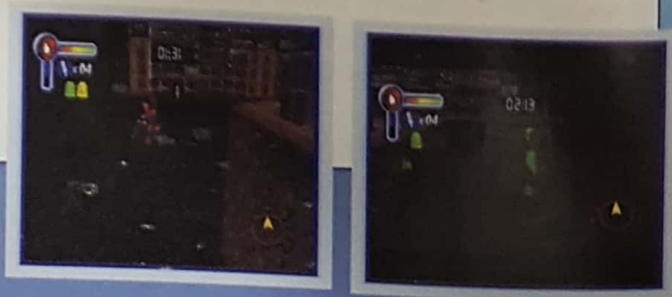


The Green and Yellow Code Keys

SWING BACK TO SECTOR 1 TO FIND BOTH THE GREEN AND YELLOW CODE KEYS. THE MERCENARY SQUAD IS STATIONED ON THE L-SHAPED BUILDING. PICK THEIR POCKETS FOR THE **GREEN CODE KEY**. DON'T, HOWEVER, RETURN TO THE BOMB JUST YET. SEARCH THE IMMEDIATE AREA FOR ANOTHER HORDE OF MERCENARIES. IN THIS CASE, THEY'RE ON THE GROUND BELOW THE L-SHAPED BUILDING.



MAKE A BEELINE BACK TO THE BOMB AND PLUG IN THE YELLOW AND GREEN CODE KEYS. WHEW! THE CITY IS SAFE AGAIN, THANKS TO YOU. NOT THAT YOU'LL GET THE CREDIT OR ANYTHING!



LEVEL 7: HANGAR 18

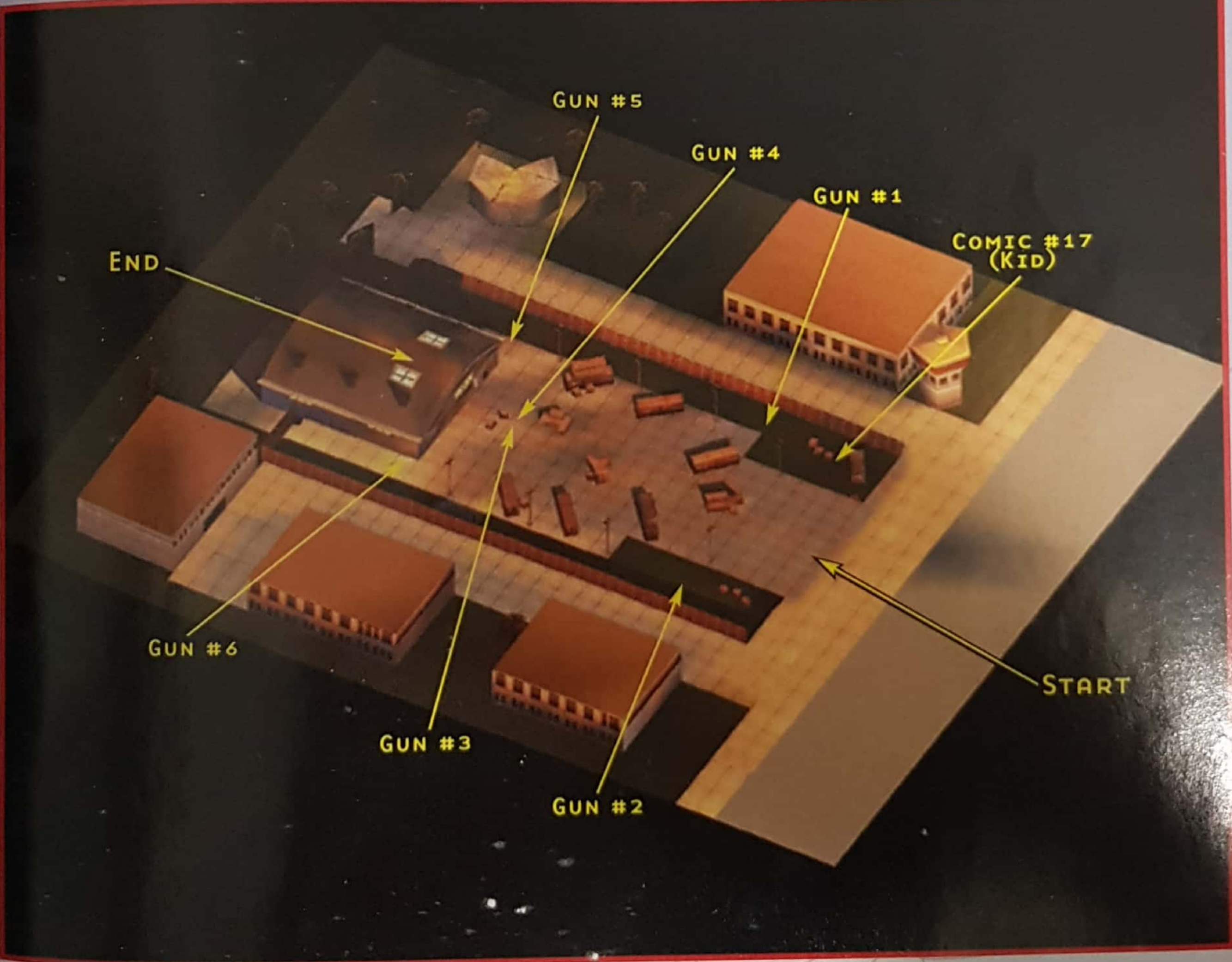
OBJECTIVE

DISABLE SIX BIG GUNS.

OVERVIEW

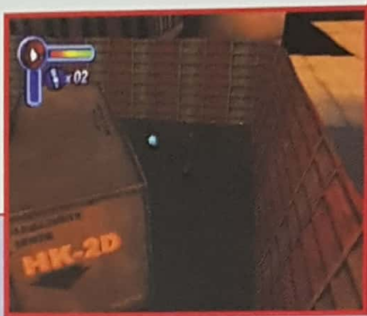
THE FORCES OUTSIDE THIS MYSTERIOUS HANGAR AREN'T ON ALERT. PERHAPS NO ONE EXPECTED YOU TO DIFFUSE THE BOMB. IF YOU PLAY YOUR CARDS RIGHT, YOU CAN QUIETLY SNEAK AROUND AND DEACTIVATE ALL SIX BIG GUNS PROTECTING THE COURTYARD. AFTER YOU TIE UP OR DESTROY ALL SIX, PROCEED INSIDE THE HANGAR.

ENEMIES: HIRED GOONS



THE SIX GUNS ARE SET AS FOLLOWS: TWO ON EITHER SIDE NEAR YOUR STARTING POSITION, TWO IN THE MIDDLE, AND TWO ON EITHER SIDE OF THE HANGAR.

BEFORE HEADING OUT, TURN TO THE RIGHT AND RUN BEHIND A LARGE BOX IN THE CORNER NEAR THE FRONT GATE. YOU'LL DISCOVER THE FIRST **ICE WEB CARTRIDGE** (TAKE NOTE OF THE ICON'S WHITE, FROSTED APPEARANCE). THIS SPECIAL WEBBING FREEZES VICTIMS ON CONTACT. IT ALSO CREATES FAR MORE DEADLY IMPACT WEB SHOTS THAN CONVENTIONAL WEBBING.



THE POSITIVES AND NEGATIVES OF ICE WEB

Unfortunately, Ice Web has one important downside to remember: You can't perform a Web Yank when using it.

GUN #1





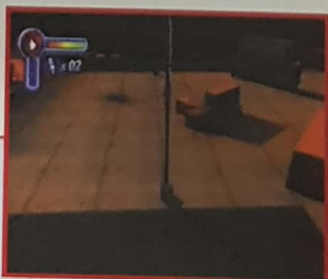
CONTINUE FORWARD, AWAY FROM THE FRONT GATE, TO THE NEXT STACK OF BOXES. WHEN THE PACING GOON TURNS HIS BACK AND WALKS AWAY FROM THE GUN, MOVE TOWARDS THE GUN AND WRAP IT IN WEBBING. AFTER DOING SO, MAKE SURE YOU TAKE COVER.

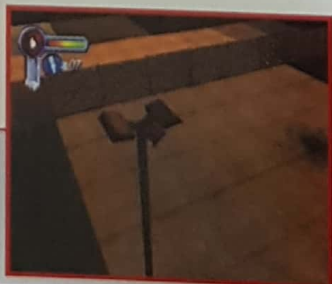
YOU'VE BEEN SPOTTED!

If a Goon spots you, all the gunners will man their posts. If you can keep it quiet, though, you can work in peace. This walkthrough assumes that you have *not* alerted the guards. If the guards are alerted to your presence, you must use the cover of the boxes to disable the guns.

TURN AND USE THE WEB TARGET SYSTEM TO GET ATOP THE NEARBY LIGHT POST. LOOK DOWN AND WEB YANK OR USE AN IMPACT WEB ON THE GOONS BELOW.







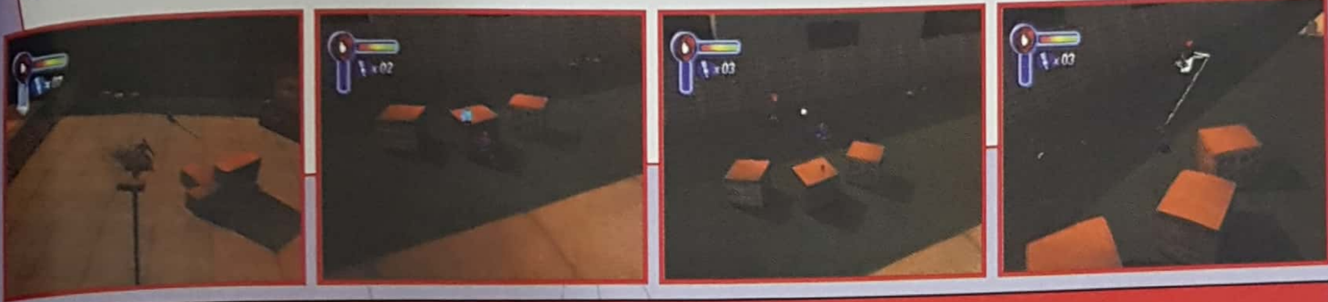


USING THE STEALTH METHOD

Use the Web Yank to quietly eliminate the Goons. The Web Yank enables you to use a stealth method, plus it works well over long distances. On the other hand, the Impact Web will miss if a Hired Goon moves too quickly. The best way to approach this level is to dismantle the close guns and take out all the Goons before going after the final two. By taking this approach, it leaves no one to fire the far guns so you can work in total privacy.

GUN #2

JUMP DOWN AND RUN TOWARD THE FRONT GATE. BEAR TO THE RIGHT TOWARD THE CLUSTER OF BOXES ON THE OPPOSITE SIDE OF THE YARD. TAKE COVER UNTIL THE GOON TURNS HIS BACK, AND THEN LEAP OUT AND USE AN IMPACT WEB ON HIM. GRAB THE **WEB CARTRIDGE** AND PEEK OUT TO PUMMEL THE SECOND GUN OR WRAP IT IN WEBBING.



KEEP IT QUIET

It's tempting to conserve webbing and punch out the guns, but it's less noisy and faster to use your webbing. You can obviously use your fists when the coast is clear, but take comfort in the numerous Web Cartridges available in this small area.

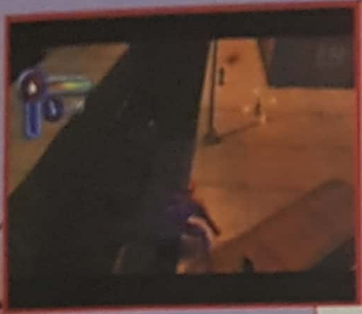
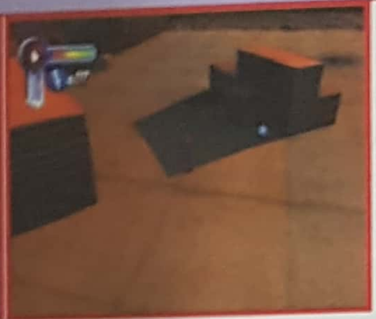
ZIP-LINE UP THE NEARBY LIGHT POLE AND CLAIM THE **WEB CARTRIDGE** AT ITS PEAK. TURN TO THE LEFT AND WEB TARGET THE NEXT POST ON THE SAME SIDE OF THE YARD.



GUNS #3 & #4

CONTINUE TO THE NEXT LIGHT POST AND NAB ANOTHER **WEB CARTRIDGE**. LOOK DOWN AND TO THE RIGHT TO SEE THE TWO MIDDLE GUNS. TARGET ONE OF THE GUNS AND WRAP IT IN WEBBING. ELIMINATE THE TWO GOON GUNNERS WITH A COUPLE OF WEB YANKS AND WRAP UP THE OTHER GUN.



TURN TO THE LEFT TO SEE THE GUN TO THE LEFT OF THE HANGAR. YOU CAN'T REACH THE GUN FROM HERE, BUT YOU CAN VAPORIZE THE HIRED GOON ASSIGNED TO FIRE IT. WAIT FOR HIM TO WALK BY AND WEB YANK HIM INTO OBLIVION. NOW THAT THE CENTER OF THE YARD IS CLEAR, YOU CAN JUMP BACK DOWN TO THE GROUND AND POCKET THE **WEB CARTRIDGE** NEAR THE GATE.

CROSS THE YARD AND CLIMB TO THE TOP OF THE NEXT LIGHT POLE ON THE RIGHT SIDE TO FIND ANOTHER **WEB CARTRIDGE**. ADVANCE TO THE NEXT POLE ON THE RIGHT SIDE.





GUN #5

IF YOU NEED SOME MEDICAL ATTENTION, NOTE THE **HEALTH PACK** ON THE TALL STACK OF BOXES BELOW. JUMP DOWN THERE NOW AND TARGET THE SECOND TO LAST GUN (IT SHOULD BE UNMANNED). CLIMB ATOP THE NEXT LIGHT POLE TO GET ANOTHER **WEB CARTRIDGE**. IF YOU NEED EVEN MORE HEALTH, THERE'S A **HEALTH PACK** ATOP THE HANGAR.





GUN #6




DON'T GO AFTER THE FINAL GUN JUST YET! INSTEAD, SEARCH THE BOXES NEAR THE GUN (ON THE LEFT SIDE OF THE HANGAR) FOR A **WEB CARTRIDGE** AND AN **ICE WEB CARTRIDGE**. AFTER ADDING THEM TO YOUR ARSENAL, DISABLE THE LAST GUN. WITH THAT DONE, SPIDEY LEAPS ATOP THE HANGAR AND THROUGH THE SKYLIGHT TO END THIS EXCITING LEVEL.

LEVEL 8: WIND TUNNEL

OBJECTIVE

STOP THE PLANE BEFORE IT SUSTAINS TOO MUCH DAMAGE.

OVERVIEW

YOU MUST STOP A PLANE BEFORE IT GETS DESTROYED. THERE ARE MANY HAZARDS IN THE PLANE'S PATH, INCLUDING BARRELS AND LOCKED DOORS. CLEAR THE PATH OF OBSTACLES, OPEN BOTH DOORS, AND THEN FIND A WAY TO STOP ITS ENGINES BEFORE THE AIRCRAFT RAMS INTO THE FAR WALL.

ENEMIES: NONE



THIS EXCITING LITTLE LEVEL IS A TEST OF NERVES. IF YOU KNOW THE BASIC ORDER IN WHICH YOU SHOULD DO THINGS, THERE SHOULD BE NO PROBLEM.

NOT ENOUGH TIME

There are plenty of power-ups along the outside walls of these rooms, but there isn't much time to search for them.



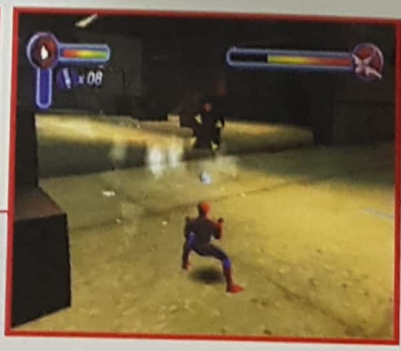
YOU BEGIN BEHIND THE PLANE AS IT BEGINS ITS INEXORABLE RUSH TO THE OTHER SIDE OF THE HANGAR. JUMP OVER THE PLANE TO GET IN FRONT OF IT.

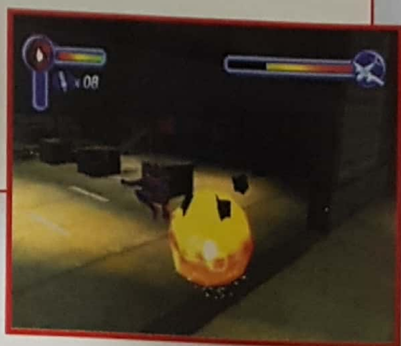
TAKING DAMAGE

Don't touch the plane. One hit from it is enough to knock Spidey off his feet for a short time. If you're really pressed for time, you can punch the barrels in the plane's path. You'll take some damage, but if time is short it's worth it.

FOR EACH BARREL IN THE PLANE'S PATH, PRESS THE TARGET CYCLE BUTTON TO SELECT THE CLOSEST ONE. THEN FIRE AN IMPACT WEB TO DESTROY THE SELECTED BARREL. PASS THROUGH THE FIRST OPEN DOORWAY AND SWING AHEAD TO GET SOME DISTANCE BETWEEN YOU AND THE PLANE.

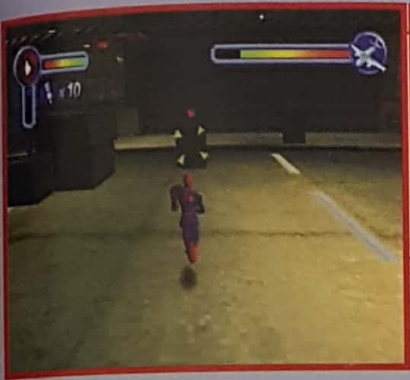






GET YOUR PRIORITIES STRAIGHT

You may find it difficult to get any or all of the first three barrels. Try to get at least one, but don't worry about getting all three. It's more important to get a good lead on the plane than to clear the remaining obstacles.



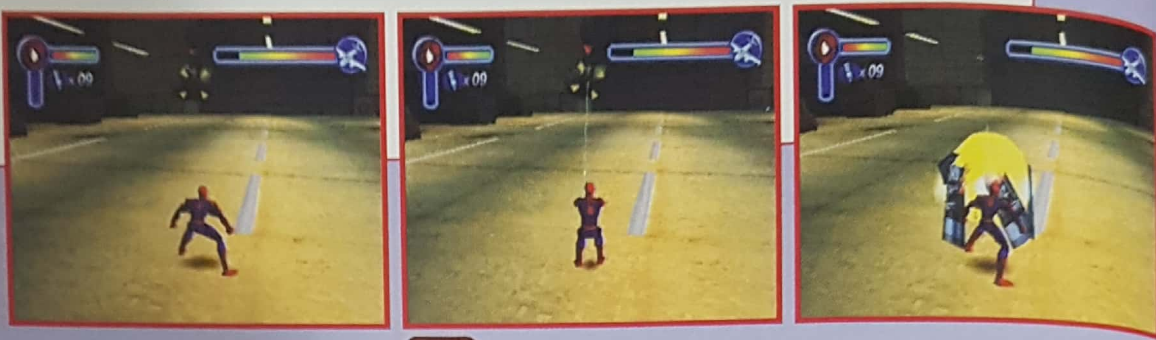

PRESS THE TARGET CYCLE BUTTON AND KNOCK OUT THE NEXT BARREL WITH AN IMPACT WEB.

SNAP UP THE **WEB CARTRIDGE** AS YOU GO TO DETONATE THE NEXT BARREL. PRESS THE TARGET CYCLE BUTTON TO SELECT THE SWITCH TO THE RIGHT OF THE CLOSED HANGAR DOOR. PERFORM A WEB YANK ON IT TO QUICKLY PULL THE SWITCH.

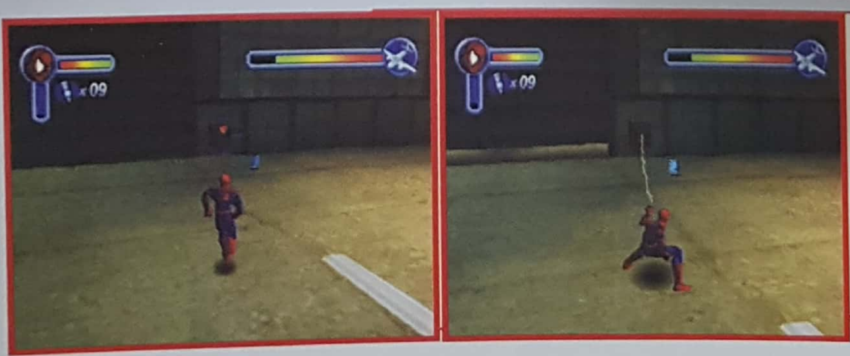





SWING THOUGH THE DOOR AND PRESS THE TARGET CYCLE BUTTON TO SELECT THE AIR-PLANE ENGINE HANGING FROM A CRANE. WEB YANK IT TO ELIMINATE ITS POTENTIAL THREAT.







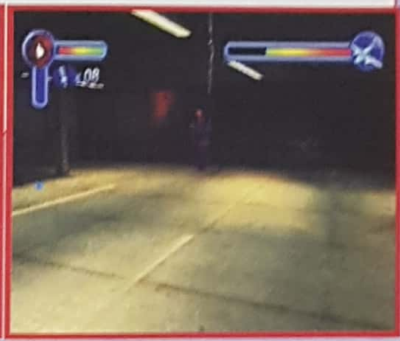
QUICKLY DETONATE ALL THREE BARRELS JUST INSIDE THE DOOR. SPRINT TO THE END OF THE ROOM, PICKING UP ANOTHER **WEB CARTRIDGE** EN ROUTE, AND SELECT THE SWITCH TO THE RIGHT OF THE SECOND HANGAR DOOR. PULL IT WITH A MIGHTY WEB YANK.

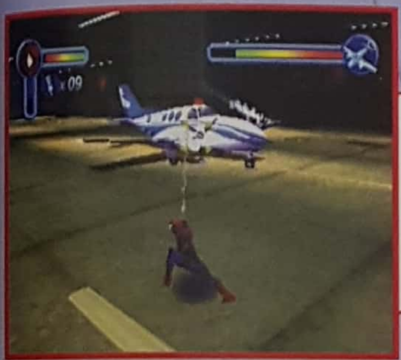
NEED WEB FLUID?

If you're low on Web Fluid, there are a couple in the third room. You won't have much time, though, so move quickly.

IMMEDIATELY WIPE OUT THE PAIR OF BARRELS JUST INSIDE THE DOOR, THEN QUICKLY SWING THROUGH THE DOOR UNTIL YOU REACH THE OPPOSITE END OF THE ROOM. THERE ARE NO MORE DOORS TO OPEN, SO YOU MUST STOP THE PLANE RIGHT HERE.







FACE THE APPROACHING AIRPLANE AND PRESS THE TARGET CYCLE BUTTON TO SELECT EITHER OF THE PLANE'S PROPELLERS.

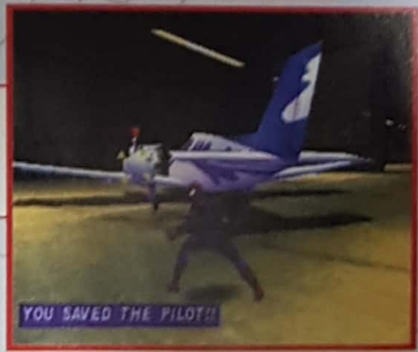
FIRE SOME WEBBING AT THE PROPELLER BY PRESSING THE WEB BUTTON UNTIL THE PLANE STARTS TO TURN IN THE DIRECTION OF THE PROPELLER. REPOSITION YOURSELF AND SELECT THE SAME PROPELLER UNTIL THE WEBBING TOTALLY JAMS IT. REPOSITION YOURSELF AGAIN AND DO THE SAME TO THE OTHER PROPELLER.







KEEP FIRING AT THE OTHER PROPELLER UNTIL THE PLANE, LIKE THIS LEVEL, COMES TO A HALT.



LEVEL 9: TO CATCH A THIEF

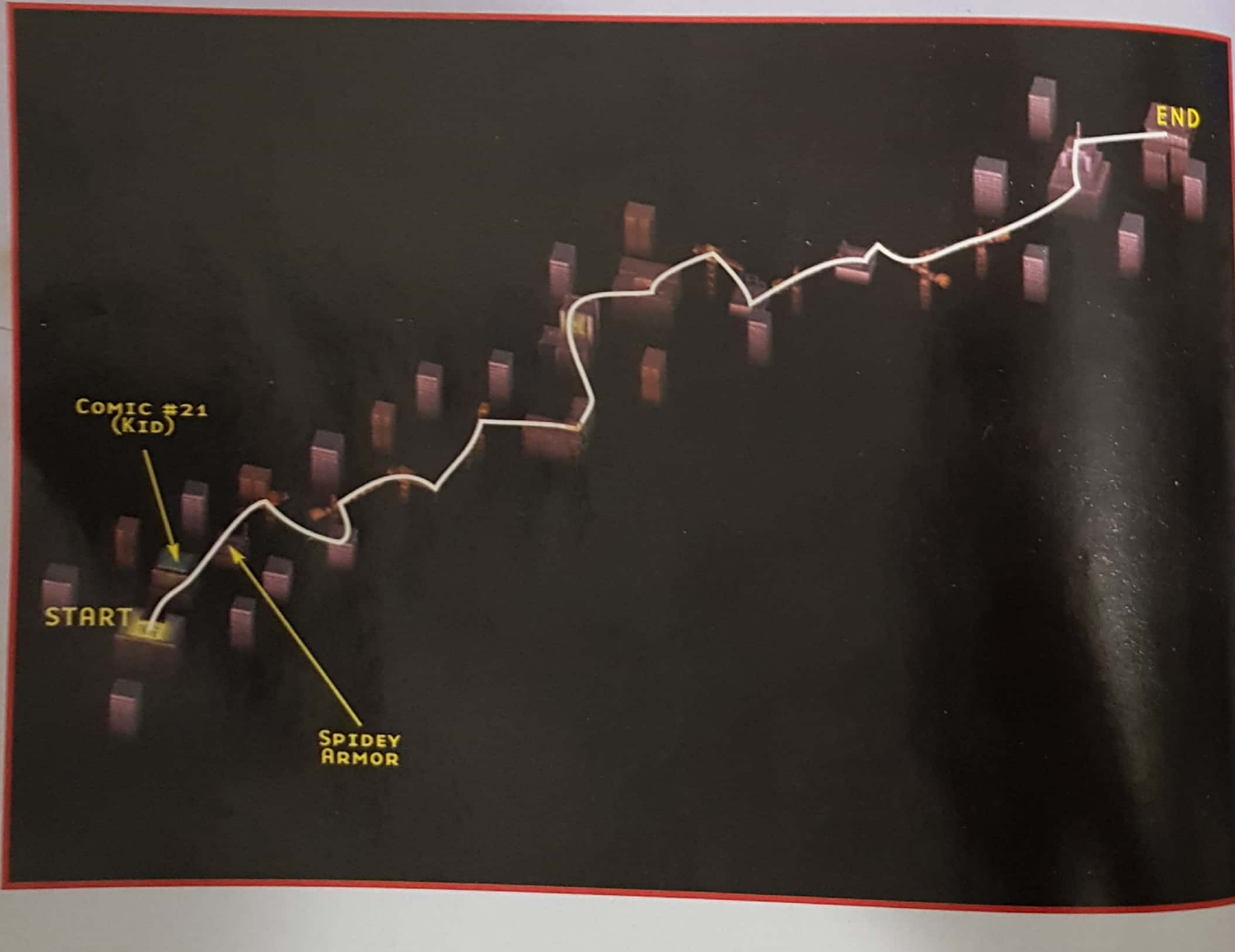
OBJECTIVE

CROSS THE MAP BEFORE THE HELICOPTER GETS OUT OF TRACKER RANGE.

OVERVIEW

THE HELICOPTER IS GETTING AWAY. ARE YOU JUST GOING TO STAND THERE AND LET IT HAPPEN? I DON'T THINK SO! ACTION DOESN'T GET MORE ABOVEGROUND THAN IT DOES IN THIS LEVEL, AS YOU SOAR BETWEEN THE CITY'S LARGEST SKYSCRAPERS. DON'T LOOK DOWN AND DON'T FALL. FOLLOW YOUR SPIDEY COMPASS FROM BUILDING TO BUILDING BEFORE THE HELICOPTER GETS OUT OF RANGE. THERE ISN'T MUCH TIME TO EXPLORE, BUT REST ASSURED THAT THERE'S PLENTY TO FIND (WITH ONE SPECIAL SURPRISE). OH, ONE MORE THING—WATCH OUT FOR ROCKETS!

ENEMIES: MERCENARIES



DON'T LOSE THE SIGNAL

The indicator at the bottom of the screen shows the strength of the tracker's signal. You must keep moving if you don't want to lose the signal. If it fades completely, you lose.

WITH THAT IN MIND, THERE'S NO TIME TO LOSE. SWING OVER TO THE BUILDING WITH THE YELLOW SKYLIGHTS. KNOCK OFF THE TWO MERCENARIES BEFORE HOPPING TO THE GREEN-ROOFED BUILDING. MERCENARIES MAN EACH OF THAT BUILDING'S TIERS.





ADDED FIREPOWER

As an added hazard, the Mercenaries carry rocket launchers this time around. At these dizzying heights, you can't afford to get hit by a rocket! When your Spider Sense fires up, be prepared to dodge an incoming rocket.

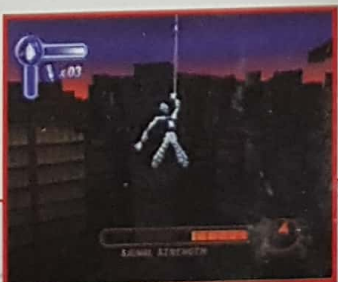
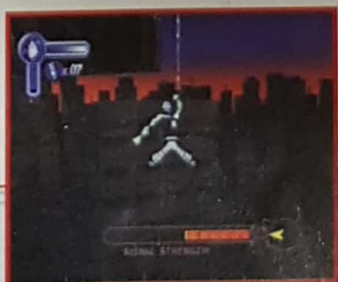
STROLL AROUND THE GREEN-ROOFED BUILDING UNTIL YOU SEE A NEARBY STRUCTURE UNDER CONSTRUCTION. SWING OVER TO IT, FIRING IMPACT WEBS AT THE PAIR OF MERCENARIES. THE MERCENARY ON THE UPPER GIRDER DROPS A **WEB CARTRIDGE** DURING THE FIGHT.



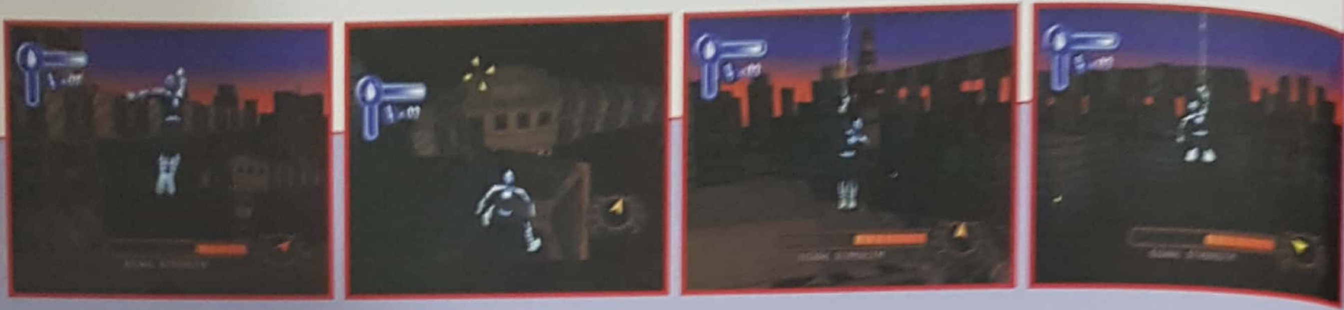




MOST INTERESTING, HOWEVER, IS THAT LITTLE YELLOW POWER-UP ROTATING IN THE CORNER. GRAB IT FOR A MAJOR CHANGE OF WARDROBE: A SUIT OF **SPIDEY ARMOR**. WITH THESE FANCY DUDS ON, YOU CAN TAKE CONSIDERABLE DAMAGE WITHOUT AFFECTING YOUR HEALTH. THIS DEFINITELY COMES IN HANDY WITH ALL THE STRAY ROCKETS FLYING AROUND. SWING TO THE CLOSEST CONSTRUCTION CRANE, WALK TO THE FAR END, AND HEAD OVER TO THE NEARBY BUILDING TO FIND A **HEALTH PACK**.

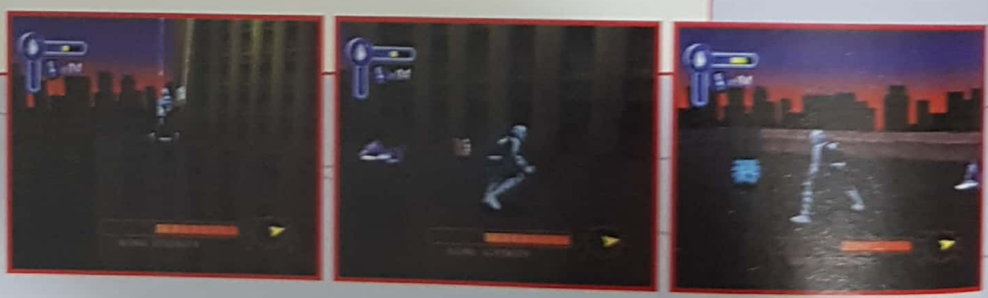

NOW HOP OVER TO THE NEXT CRANE AND RUN TO THE FAR END. BEFORE JUMPING TO THE SECOND CRANE, ELIMINATE THE MERCENARY ON THE THIRD CRANE. LEAP OVER TO THIRD CRANE, LAND BRIEFLY, AND SWING TO THE FOURTH ONE.

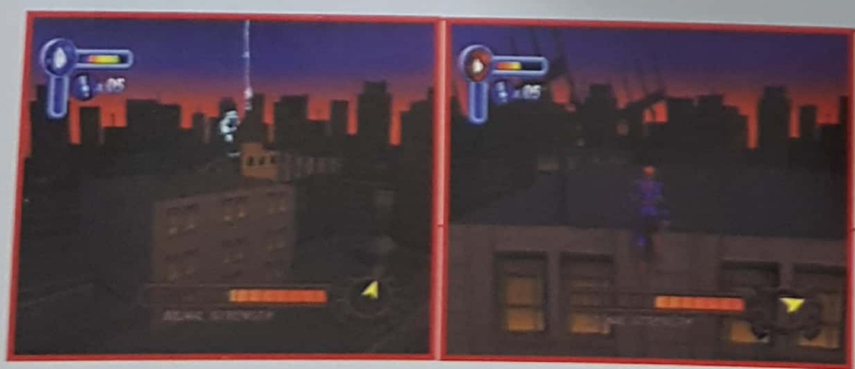


AS YOU SWING TO THE L-SHAPED BUILDING, YOUR SPIDEY SENSE WILL TINGLE. CHANGE DIRECTIONS TO AVOID INCOMING ROCKETS, AND MAKE THE MERCENARIES PAY FOR THEIR WILDLY ANTISOCIAL BEHAVIOR. ONE OF THEM EVEN DROPS A **WEB CARTRIDGE**.



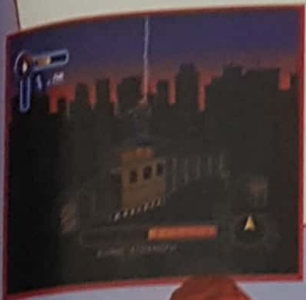
FLY OVER TO THE THREE-TIERED SKYSCRAPER ALONG THE COMPASS PATH. THE MERCENARY ON THE MIDDLE TIER DROPS A **HEALTH PACK**, WHILE HIS FRIEND ON THE TOP TIER DROPS A **WEB CARTRIDGE**.





SWING OVER TO THE BUILDING TOPPED WITH TV ANTENNAS. DISPOSE OF THE MERCENARY ON THE LOWER TIER BEFORE CLIMBING TO THE TOP.

SCOOT OVER TO THE NEARBY CRANE AND WALK OUT TO THE EDGE. DROP DOWN TO THE BUILDING BELOW AND WHACK THE MERCENARY. SCOOP UP THE **HEALTH PACK** HE DROPS, AND CHECK OUT THE GIRDERS ABOVE FOR A **WEB CARTRIDGE**.





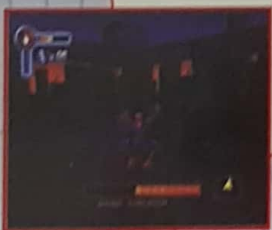






WIND OVER TO THE NEXT CRANE. FALL DOWN TO THE NEXT BUILDING UNDER CONSTRUCTION AND IMMEDIATELY PROCEED TO THE NEXT CRANE. EXTERMINATE THE MERCENARY AND MOVE OVER TO THE NEXT CRANE.



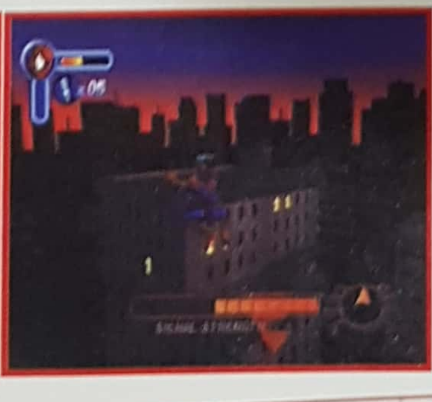












SPIN YOUR WEBBING TO GET TO THE TOWER WITH THE RED-AND-WHITE ANTENNA AT ITS APEX. SCALE IT TO THE VERY TOP, KNOCKING ALL THE MERCENARIES OFF THEIR LEDGES, AND SWING TO THE BROWN, TWO-TIERED STRUCTURE. CONGRATULATIONS! YOU CAUGHT THE HELICOPTER.



LEVEL 10: IN THE DARKEST NIGHT

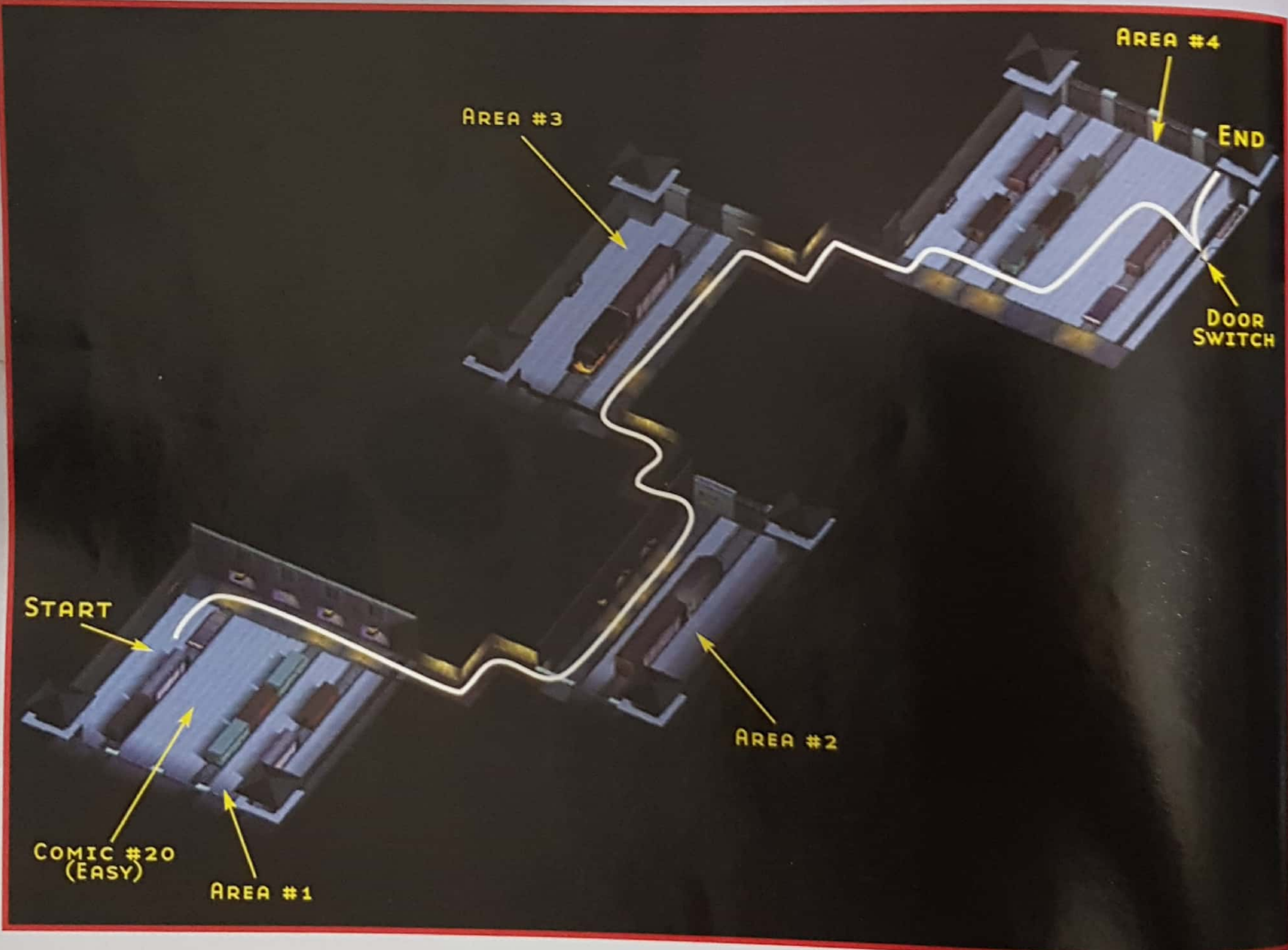
OBJECTIVE

FIND A WAY TO TURN ON THE GENERATOR, AND FLIP THE SWITCH TO OPEN THE GATES.

OVERVIEW

ALL THE DOORS ARE LOCKED, AND THE PLACE IS FULL OF GUARDS. HOW DOES A GUY GET OUT OF THIS TRAIN YARD? AND WHAT DO THESE INFERNAL BUTTONS DO? THESE ARE THE CENTRAL QUESTIONS THAT CONFRONT YOU IN THIS LEVEL. IT'S SIMPLE REALLY. THERE'S A GENERATOR THAT MUST BE ACTIVATED BEFORE YOU CAN OPEN THE GATES. TO START IT, YOU MUST PRESS A COMBINATION OF THE BUTTONS IN EACH AREA. IT'S TIME TO USE YOUR BRAIN!

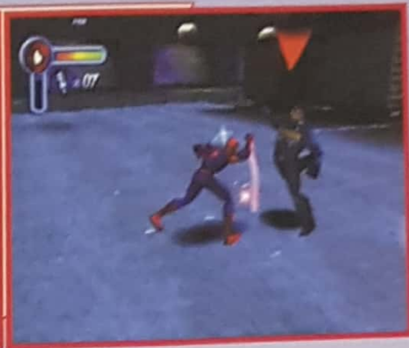
ENEMIES: TRAIN YARD GUARDS

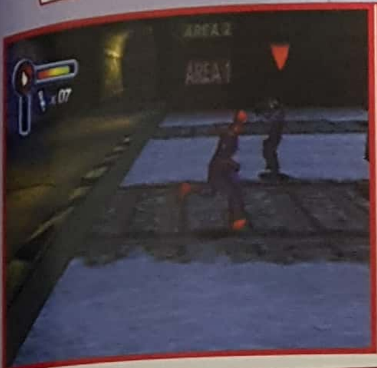


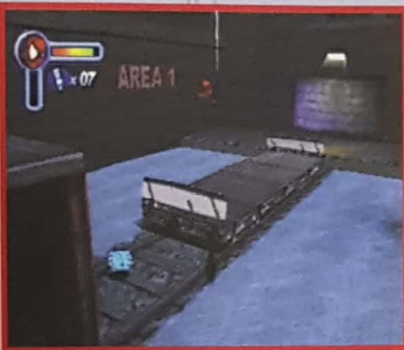
AREA 1

YOU BEGIN IN AREA 1 OF THE TRAIN YARD, AN AREA IN WHICH THREE GUARDS PATROL. JUMP ATOP THE TRAIN AND SNIPE AT THE FIRST GUARD TO THE LEFT. TURN TO THE RIGHT AND KNOCK OUT THE SECOND GUARD.









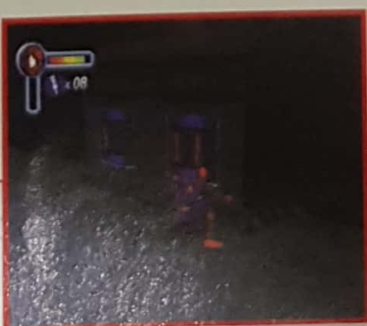
HEAD TOWARD THE END OF THE AREA WITH THE DOORS, AND LOOK FOR THE THIRD AND FINAL GUARD. AFTER DISPOSING OF HIM, YOU NOW HAVE FREE REIGN OF THE AREA. BACKTRACK TO WHERE YOU BEGAN, AND LOOK FOR A **WEB CARTRIDGE** NEXT TO THE FLATBED CAR.

LEVEL BREAKDOWN

The way this level is supposed to work, you must explore the entire map before knowing what the buttons do. This means backtracking and fighting more guards. To simplify things, however, this walkthrough offers the solution right up front. This will conserve Web Fluid and health, but the level will still be a challenge.



LET'S CHECK OUT THE CONTROL PANEL. AS WITH THOSE IN EACH OF THE OTHER THREE AREAS, THIS CONTROL PANEL SPORTS TWO BUTTONS. EACH BUTTON DISPLAYS FOUR VERTICAL LINES, ONLY SOME OF WHICH ARE COLORED RED. IN AREA 4, THERE'S A SWITCH WITH 4 LIGHTS ON IT. (THIS IS THE SWITCH THAT OPENS THE GATES, ENABLING YOU TO ESCAPE.) WHEN ALL THE LIGHTS ARE GREEN, YOU CAN USE THE SWITCH.







Area 1 (Red)



Area 2 (Green)



Area 3 (Blue)

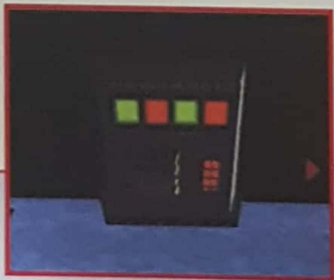


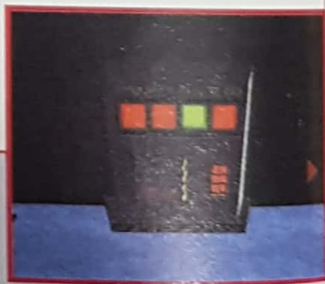
Area 4 (Yellow)



THE RED STRIPES ON EACH OF THESE BUTTONS CORRESPOND TO THE LIGHTS ON THE GATE SWITCH. THEREFORE, A BUTTON WITH ONE RED STRIPE IN THE LEFT POSITION TURNS ON THE LEFTMOST LIGHT ON THE GATE SWITCH. FINDING THE RIGHT COMBINATION IS, HOWEVER, NO EASY TASK.

PRESS BOTH BUTTONS HERE, SWITCHING ON LIGHTS 1 AND 3 (RIGHT BUTTON) AND TURNING OFF LIGHT 1 (LEFT BUTTON).



OOPS, MADE A MISTAKE!

If you inadvertently press the wrong button, just press it again to undo its effect. If you get totally flustered, the control panel in Area 4 has a Reset button that sets all the lights back to red.

AREA 2

PROCEED THROUGH THE ARCHWAY TO AREA 2 AND FOLLOW THE PASSAGEWAY. QUIETLY DISPATCH THE GUARD BEYOND THE DOORWAY. CLIMB ATOP THE TRAIN CARS AND LOOK DOWN NEAR THE CONTROL PANEL TO FIND THE SECOND GUARD. FINALLY, WALK TO THE HEAD OF THE TRAIN AND LOOK DOWN TO TIE UP THE THIRD AND FINAL GUARD IN THIS AREA.





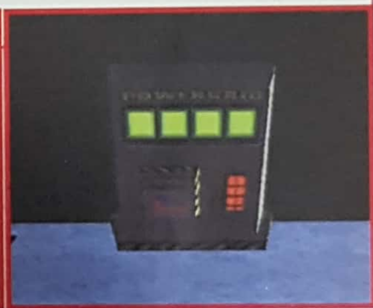


THE STEALTH ATTACK

The best stealth-like method of disabling these Guards is to give them a full wrapping of Web Fluid. With a Guard targeted, press and hold the Web button until the Guard is covered in webbing. This makes him fall and disappear. This method is more quiet and easier than either the Web Yank or Impact Web. The more Web Fluid-efficient method, however, is to give the Guards a single burst of webbing (tap the Web button once) and then rush in to attack.

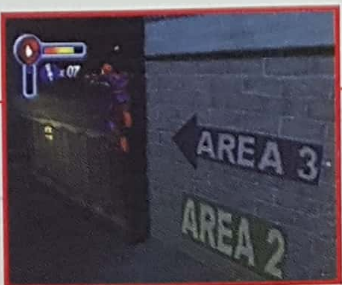
SLIP OVER TO THE CONTROL PANEL AND PRESS THE **LEFT** BUTTON. THIS ILLUMINATES THE FIRST, SECOND, AND FOURTH LIGHTS AND COMPLETES THE SEQUENCE.





AREA 3

ENTER THE PASSAGEWAY TO AREA 3 AND FOLLOW IT TO LOCATE A **WEB CARTRIDGE**. UPON EMERGING IN AREA 3, DON'T STOP TO FIGHT AND INSTEAD TURN TO THE LEFT AND SWING STRAIGHT THROUGH TO THE PASSAGEWAY TO AREA 4.

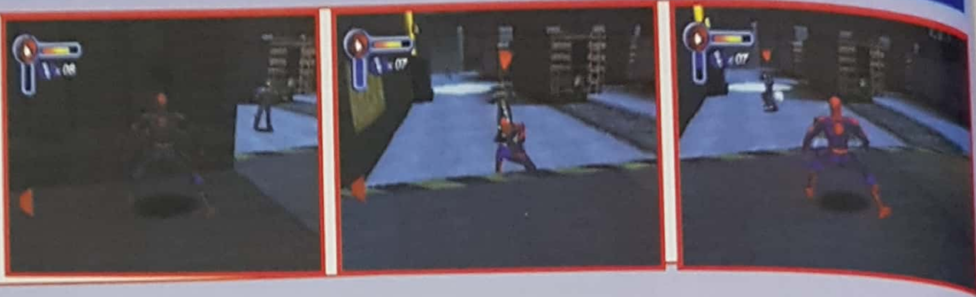






AREA 4

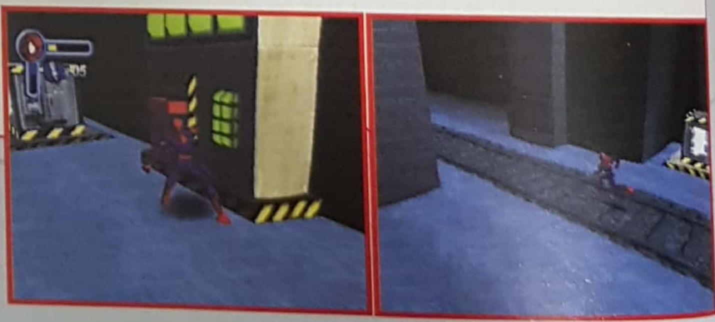
AS YOU ENTER AREA 4, TURN TO THE LEFT AND FIRE AT THE GUARD WAITING JUST OUTSIDE. IMMEDIATELY TARGET HIS BUDDY IN THE DISTANCE.



HOP ON TOP OF THE FIRST TRAIN AND STROLL QUIETLY TO THE END (NEAR THE GATES). LOOK DOWN AND ELIMINATE THE GUARD LURKING BELOW, THEN HOP DOWN AND GET THE **WEB CARTRIDGE** IN THE CORNER. WALK TOWARD THE FAR SIDE OF THE YARD AND DISPOSE OF THE FINAL GUARD BETWEEN THE TRAINS.



PULL THE BIG RED SWITCH (BY PRESSING THE PUNCH BUTTON). THIS AUTOMATICALLY LETS YOU SLIP OUT THE OPEN GATES. A GREAT ESCAPE FROM THIS CERE-BRAL EPISODE.



DON'T TOUCH

Whatever you do, don't touch these electrically-charged objects.





LEVEL 11: HEART OF DARKNESS

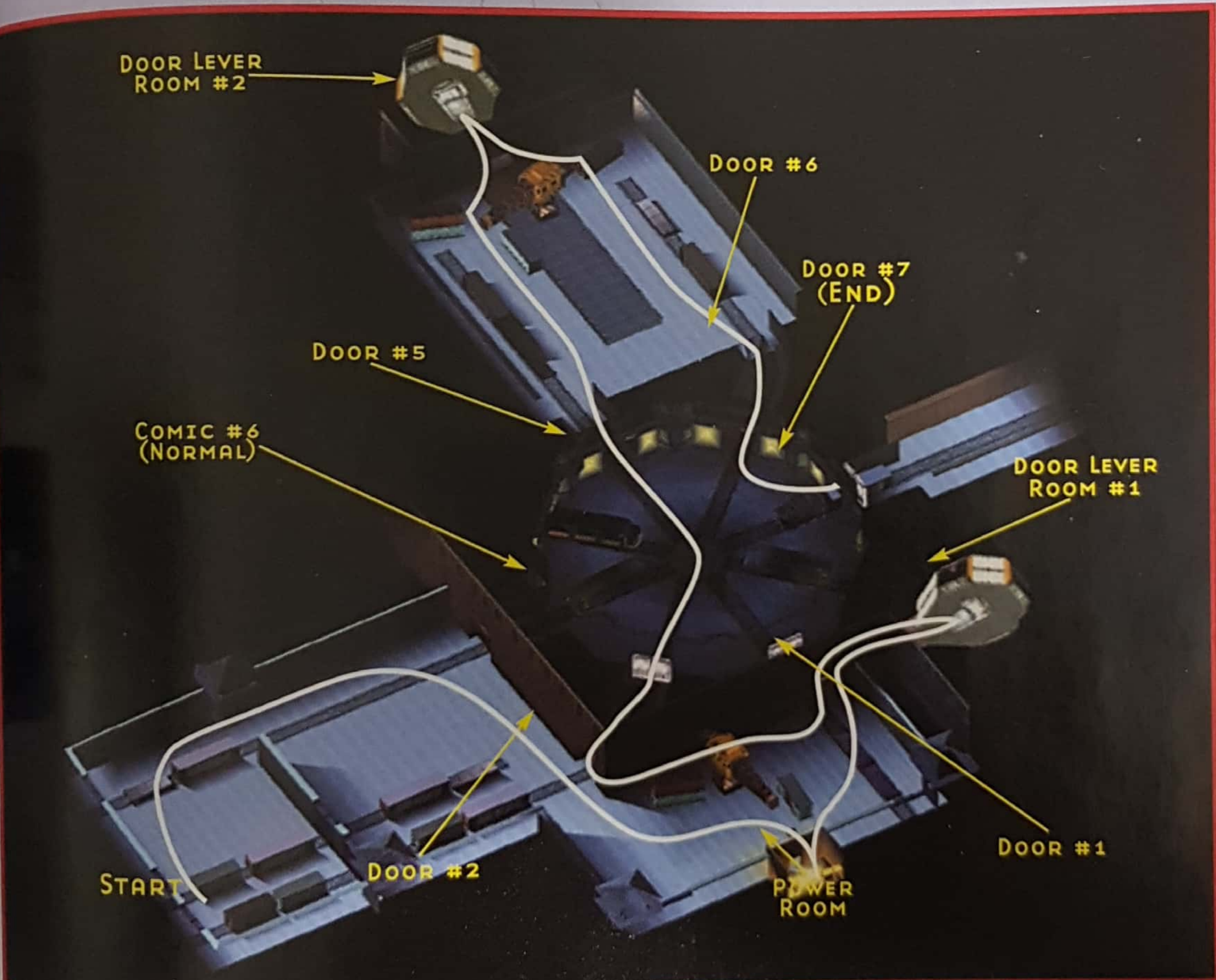
OBJECTIVE

GET INTO THE ROUNDHOUSE AND OPEN THE DOOR TO FOLLOW THE TRAIN.

OVERVIEW

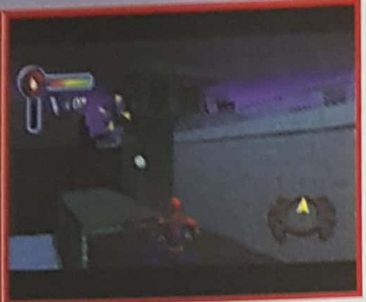
ALL OF THE HUGE DOORS IN THIS AREA ARE LOCKED. YOU MUST FIRST GET INTO THE POWER STATION TO GAIN ACCESS TO THE FIRST DOOR LEVER ROOM, AND THEN FIND A WAY TO THE SECOND DOOR LEVER ROOM. FINALLY, FOLLOW THE TRAIN OUT OF THE ROUNDHOUSE TO BEGIN YOUR PURSUIT.

ENEMIES: TRAIN YARD GUARDS



Finding the Power Room





YOUR FIRST GOAL TO FIND THE POWER ROOM. TO DO SO, YOU MUST FIGHT OUT OF THE RAIL YARD. FROM THE CORNER IN WHICH YOU BEGIN, ELIMINATE THE GUARD PATROLLING TO THE RIGHT OF THE TRAIN CAR. THEN JUMP ON TOP OF THE CAR AND LOOK TOWARD THE NEAREST GUARD TOWER. DISPOSE OF THE SNIPER TO SAVE YOURSELF A FUTURE HEADACHE.

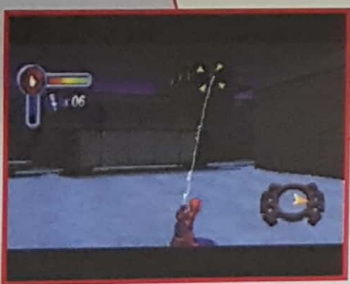
LOOK DOWN AT THE END OF THE CAR FOR A **HEALTH PACK.** BEYOND THE SECOND LINE OF CARS, TWO MORE GUARDS WALK THEIR BEAT.







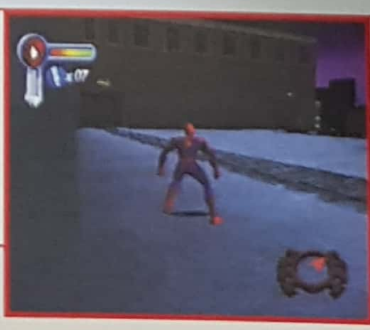
USE YOUR WEB YANK TO PULL DOWN THE GUARD FROM THE OTHER TOWER. INSPECT THE CORNER OPPOSITE THE TOWER FOR AN **ICE WEB CARTRIDGE.** JUST AT THE BASE OF THE TOWER, KEEP YOUR EYES PEELED FOR A STANDARD **WEB CARTRIDGE.**







PASS THROUGH THE OPENING IN THE WALL TO ENTER THE SECOND RAIL YARD. IMMEDIATELY BRING DOWN THE GUARD STANDING IN THE DISTANCE. MOST LIKELY, ANOTHER WILL JOIN THE FRAY FROM THE RIGHT.



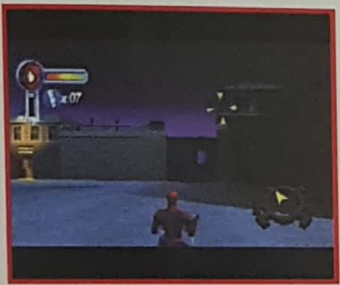


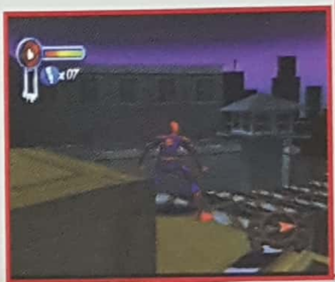
INVESTIGATE THE TWO DOORS ON THE OPPOSITE WALL. THE ONE ON THE LEFT IS MARKED "NO. 3;" IT'S LOCKED, BUT YOU WON'T USE IT ANYWAY. BEFORE CHECKING OUT THE OTHER DOOR, LOOK BETWEEN THE RAIL CARS FOR ANOTHER **HEALTH PACK**. CONTINUE FORWARD TO THE DOOR MARKED "NO. 2," WHERE A GUARD AWAITS. REMEMBER THE LOCATION OF THIS DOOR; YOU'LL RETURN HERE SOON.






TURN TO THE RIGHT INTO THE THIRD RAIL YARD, BUT FIRST ELIMINATE THE THREAT FROM THE TOWER IN THE CORNER. NOW WHIP AROUND TO THE LEFT AND PUNISH THE GUARD RUSHING TOWARD YOU. THEN SCALE THE CRANE IN THE CENTER OF THE YARD AND ELIMINATE THE FINAL TOWER GUARD.





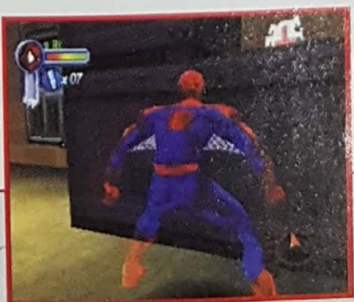
AT THE BASE OF THE CRANE, THERE'S AN **ICE WEB CARTRIDGE**, WHILE AT THE BASE OF THE TOWER THERE'S A NORMAL **WEB CARTRIDGE**. TAKE NOTE OF THE DOOR MARKED "NO. 1"; YOU'LL GO THROUGH IT VERY SOON.





HEAD FOR THE DOOR MARKED "POWER ROOM," AND THEN UNCOVER THE **HEALTH PACK** ON THE BOXES IN THE RIGHT CORNER. AFTER DOING SO, PULL THE SWITCH MARKED "DOOR RELEASE." THIS OPENS DOOR NO. 1 TO REVEAL A SIDE ROOM. GO THERE NOW.

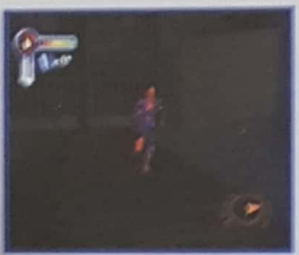






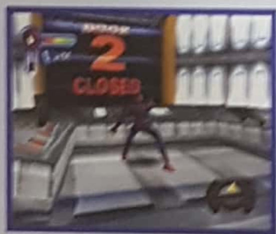

Find the First Door Lever Room

PASS THROUGH THE OPEN DOOR NO. 1 (THE INNER DOOR TO THE ROUNDHOUSE IS STILL CLOSED), AND TURN RIGHT INTO THE DOOR LEVER ROOM. PUMMEL THE TWO GUARDS PROTECTING THE SET OF THREE DOOR SWITCHES, AND THEN DIG AROUND BEHIND THE CONSOLE TO FIND A **WEB CARTRIDGE**.





APPROACH THE CONSOLE, FACE THE LEFT SWITCH, AND THEN THROW IT. NO SUCH LUCK; IT JAMMED. FLIP THE MIDDLE SWITCH; IT OPENS DOOR NO. 2 IN THE SECOND RAIL YARD. LEAVE THE DOOR LEVER ROOM AND RETURN TO THE THIRD RAIL YARD, MAKING YOUR WAY TOWARD THE SECOND RAIL YARD.

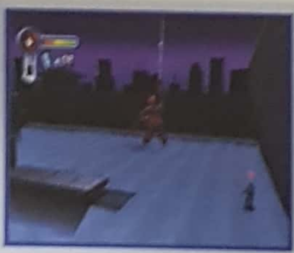
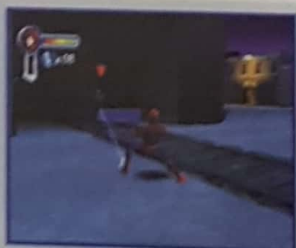
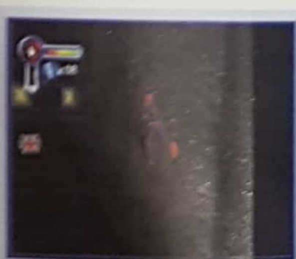



THE OTHER SWITCH

The third switch merely closes the outer door to Door No. 3. There is really no sense in using it.

Enter the Roundhouse

THE SECOND RAIL YARD HAS BEEN REPOPULATED WITH GUARDS. DUCK INTO THE PASSAGEWAY FOR DOOR NO. 2, WHILE FLATTENING THE WAIT-ING GUARD AND PICKING UP THE **HEALTH PACK**.

AS YOU ENTER, THE TRAIN YOU'RE CHASING IS ON ITS WAY THROUGH DOOR NO. 7. ALAS, IT CLOSES BEHIND THE DEPARTING LOCOMOTIVE. ELIMINATE THE SQUAD OF GUARDS BEFORE EXPLORING THE ROUNDHOUSE FOR A **WEB CARTRIDGE** AND A **HEALTH PACK**. THEY'RE LOCATED ON THE LEDGE ABOVE AND ON EITHER SIDE OF DOOR NO. 3.





Find the Second Door Lever Room

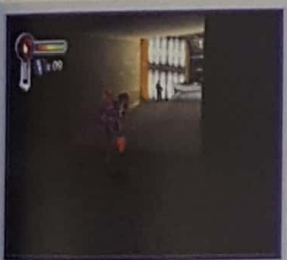
THE ONLY PLACE TO GO IS THROUGH DOOR NO. 5. IMMEDIATELY GREET ALL OF THE NEFARIOUS GUARDS PATROLLING THIS LARGE RAIL YARD. POKE AROUND THE FAR LEFT CORNER OF THE YARD FOR AN **ICE WEB CARTRIDGE**. THERE'S A **WEB CARTRIDGE** IN THE OPPOSITE CORNER AND A **HEALTH PACK** NEAR DOOR NO. 6.





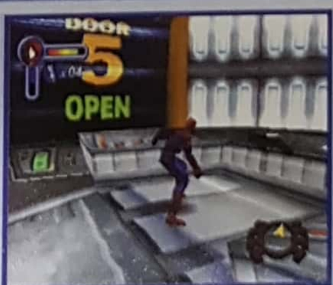


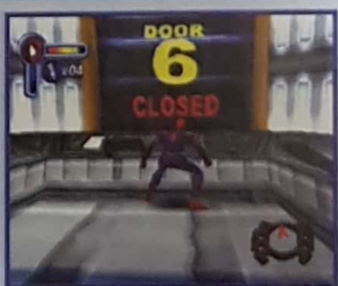
ENTER THE DOOR JUST BEYOND THE CRANE TO FIND THE SECOND DOOR LEVER ROOM. NULLIFY THE GUARDS, GRAB THE **HEALTH PACK** BEHIND THE CONSOLE, AND CHECK OUT THE SWITCHES. WILL ANY OF THEM OPEN DOOR NO. 7?



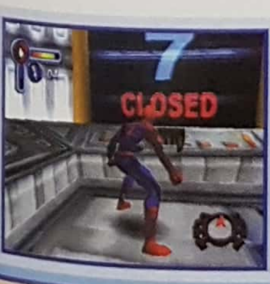


THE LEFT SWITCH CLOSES DOOR NO. 5, WHICH IS YOUR ONLY WAY OUT, SO DON'T TOUCH IT! THE MIDDLE SWITCH OPENS THE INNER DOOR NO. 6, BUT IT ALSO LETS IN SOME GUARDS. DON'T TOUCH IT EITHER.





FLIP THE SWITCH ON THE RIGHT TO OPEN DOOR NO. 7, WHICH IS WHERE THE TRAIN DEPARTED. MAKE A BEELINE FOR DOOR NO. 5 AND RETURN TO THE ROUNDHOUSE. QUICKLY TURN TO ENTER DOOR NO. 7, AND CHASE THAT TRAIN!







LEVEL 12: CATCH THAT TRAIN!

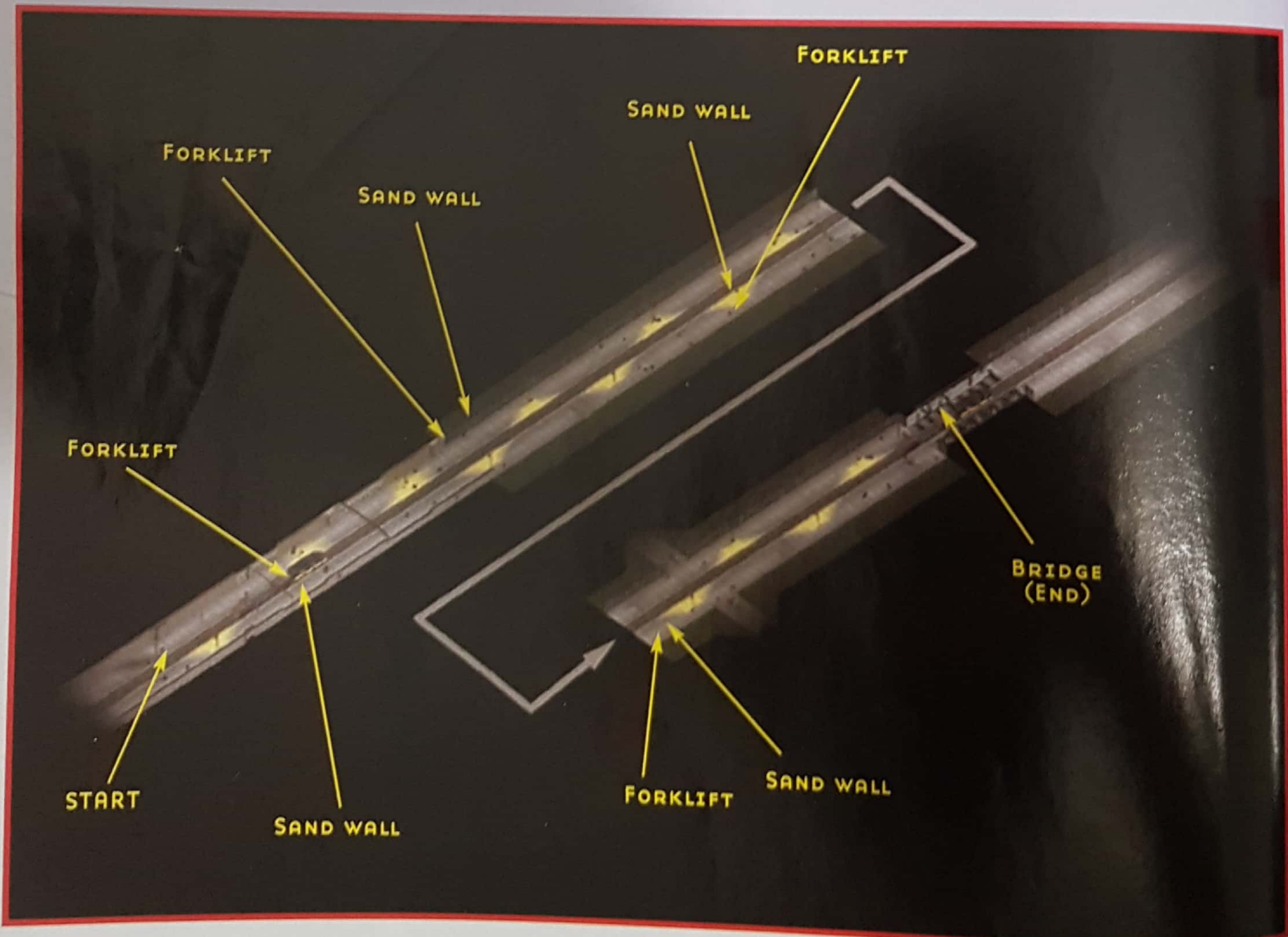
OBJECTIVE

BOARD THE DEPARTING TRAIN BEFORE IT LEAVES THE RAIL YARD.

OVERVIEW

CATCHING A SPEEDING TRAIN SHOULD BE NO PROBLEM FOR SPIDER-MAN. THAT IS, UNLESS HE HAS SANDMAN BREATHING DOWN HIS NECK AND SENDING UP GIGANTIC SAND WALLS IN HIS PATH! WHY CAN'T ANYTHING BE EASY? TAKE DOWN EACH WALL AS IT APPEARS AND REACH THE TRAIN BEFORE THE PROGRESS INDICATOR REACHES THE RIGHT SIDE OF THE SCREEN.

ENEMY: SANDMAN



YOU HAVE A SLIGHTLY DIFFERENT PERSPECTIVE ON THE ACTION THIS TIME AROUND, BUT YOU'LL GET USED TO IT SOON. FROM THIS HIGH VANTAGE POINT, YOU MUST CONTROL SPIDEY'S PURSUIT OF THE TRAIN. NOTE THE PROGRESS INDICATOR ON THE BOTTOM OF THE SCREEN, AS BOTH THE TRAIN'S LOCATION AND YOUR POSITION ARE SHOWN. WHEN THE TRAIN REACHES THE FAR RIGHT END OF THE BAR, IT LEAVES THE YARD AND YOU LOSE IF YOU'RE NOT ON IT.





YOUR BIGGEST PROBLEM IS THAT YOU'RE FACING SANDMAN. IT'S HIS JOB TO ENSURE THAT THE TRAIN LEAVES WITHOUT YOU ON IT. TO DO THIS, HE WILL BUILD TOWERING WALLS OF SAND IN YOUR PATH, LEAVING YOU NO CHOICE BUT TO KNOCK THROUGH THEM. YOU START THIS LEVEL BY SWINGING DOWN THE TRACKS.

WARNING!

There are lots of **Web Cartridges** and **Health Packs** along the train tracks. Unlike as in the other parts of this walkthrough, they're not mentioned except when they are easily attainable. With limited time, power-up hunting should be the least of your worries. If you follow the strategy, you won't need to expend any health or Web Fluid.

TRICKING SANDMAN

Sandman travels long distances by materializing when you stop moving. When your Spider Sense starts to tingle, it means he's about to land on your head, so move! You can use this to your advantage by forcing him to materialize in a place you desire. Tricking him into materializing far from the forklift enables you to throw it without interference.

WHEN YOU SEE A FORKLIFT AHEAD ON THE RIGHT, DROP DOWN ON THE TRACKS A FAIR DISTANCE AWAY (SEE THE FOLLOWING SCREENSHOTS). WAIT UNTIL YOUR SPIDER SENSE STARTS TO TINGLE, AND DASH TOWARD THE FORKLIFT TO AVOID SANDMAN'S ARRIVAL. THE FIRST SAND WALL SHOULD EMERGE ABOUT THIS TIME.





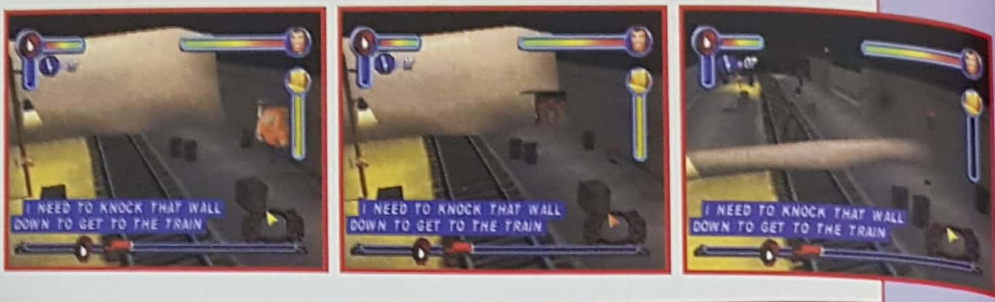


AVOID THE SANDWALL

The sandwall has a damage bar positioned vertically on the right side of the screen. Also, don't touch the sand wall; it won't injure you, but it will knock you down, wasting valuable time.



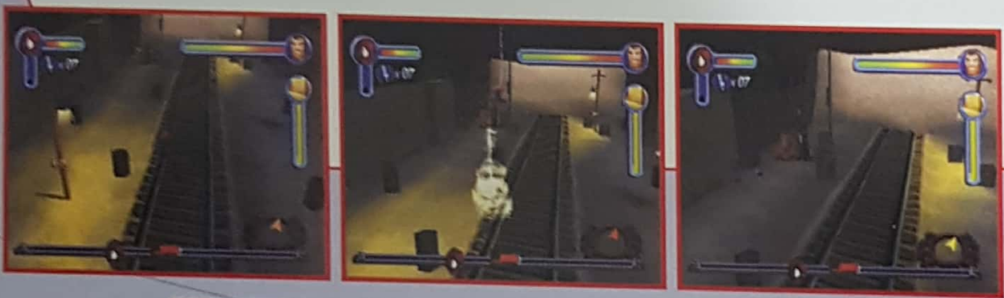
RUN TO THE FORKLIFT AND PICK IT UP BY PRESSING THE PUNCH BUTTON AND IMMEDIATELY THROW IT (PRESS THE PUNCH BUTTON AGAIN) TO BRING DOWN THE WALL. AS THE WALL COMES DOWN, LEAP OVER IT.



ALTERNATE METHOD

If Sandman manages to destroy the forklift before you can throw it, you must defeat him first and then knock the wall down with barrels, boxes, and Impact Webs. This process is very time consuming.

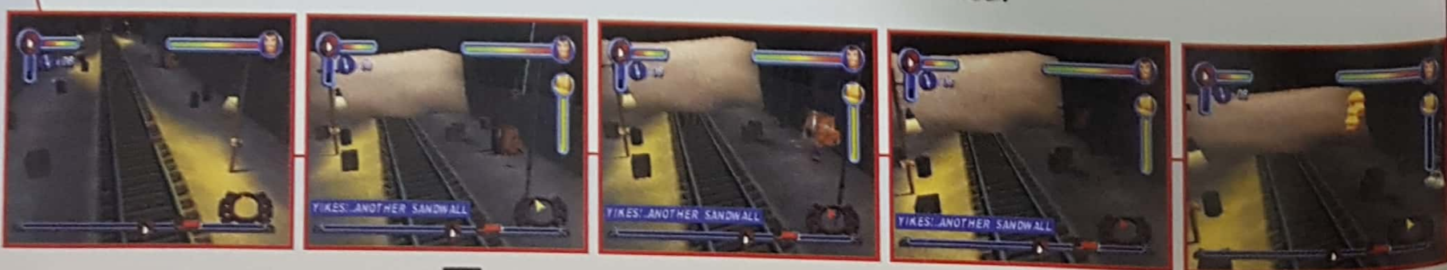
WHEN YOU SPOT THE NEXT SAND WALL, PAUSE A GOOD DISTANCE AWAY AND WAIT FOR SANDMAN'S TELLTALE CLOUD TO APPEAR. WHEN IT DOES, TAKE OFF TOWARD THE FORKLIFT ON THE LEFT SIDE. SCOOP UP THE **WEB CARTRIDGE** AS YOU LIFT THE FORKLIFT. NOW TOSS THE FORKLIFT INTO THE WALL TO BRING DOWN THE SAND WALL. WHEN IT FALLS, PROCEED DOWN THE PATH.



SAVE THE FORKLIFT

If you're holding the forklift and Sandman starts to appear nearby, toss the forklift immediately! You don't want it to get destroyed, because it takes a lot longer to bring down the wall using the other method.

REPEAT THE PROCESS WITH THE NEXT WALL. THIS TIME, THE FORKLIFT IS ON THE RIGHT SIDE AGAIN. YOU MAY NOTICE THAT THE WALLS ARE FORMING FURTHER AWAY FROM THE FORKLIFTS, WHICH MAY START TO CAUSE PROBLEMS. MAKE SURE YOU LEAVE SOME TIME TO WALK A FEW STEPS BEFORE THROWING THE FORKLIFT; IF NOT, YOU MAY HAVE TO THROW IT TWICE.



SPIDER SENSE TO THE RESCUE

If your Spider Sense tingles while holding the forklift, throw the forklift immediately! Simply toss it to get it out of harm's way and move it ahead a bit. When you get Sandman away from the forklift again, return to it and hurl it into the wall.





LAND AND STOP AT THE **WEB CARTRIDGE** AND WAIT FOR SANDMAN TO APPEAR ONCE AGAIN. WHEN HE APPEARS, HEAD FOR THE FORKLIFT.

THIS TIME, TOSS IT AS SOON AS YOU GET IT ALOFT. IT WON'T REACH THE WALL, BUT IT WILL BE WITHIN RANGE FOR YOUR NEXT PASS. YOU'LL PROBABLY HAVE TO WAIT FOR SANDMAN AND DRAW HIM AWAY BEFORE GETTING A CHANCE TO TOSS THE FORKLIFT AGAIN. WHEN THE COAST IS CLEAR, RETURN TO THE FORKLIFT AND HURL IT ONE LAST TIME. DOWN COMES THE LAST WALL!







WITH THE TRAIN IN SIGHT, MAKE A MAD DASH FOR IT. YOU MUST LAND ON THE TRAIN ITSELF BEFORE IT REACHES THE BRIDGE. WHEN SUCCESSFUL, BREATHE A SIGH OF RELIEF, SHAKE THE SAND OUT OF YOUR RED BOOTIES, AND SIT BACK FOR A NICE TRAIN RIDE.









LEVEL 13: GANGLAND

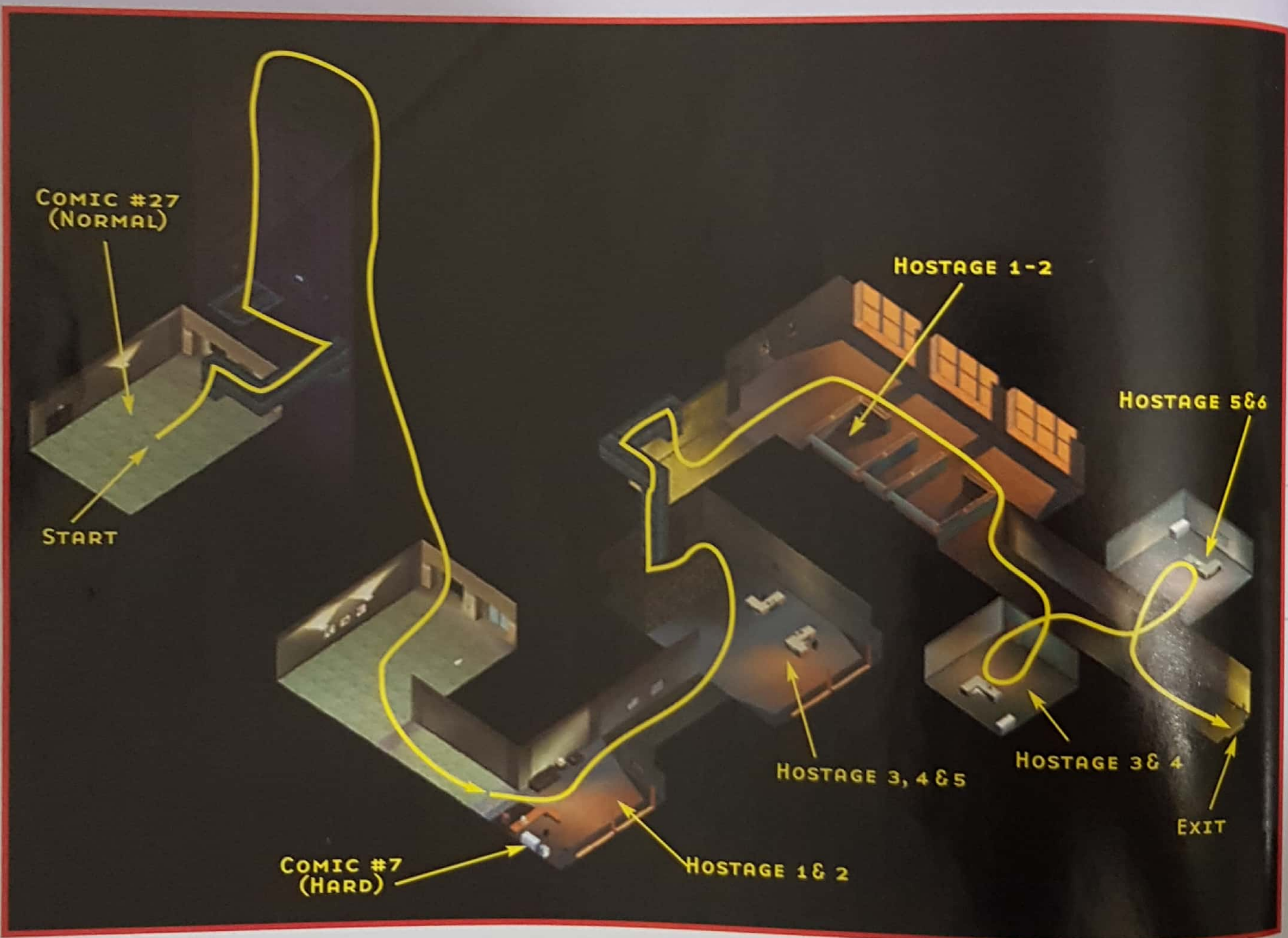
OBJECTIVE

RESCUE ALL THE HOSTAGES AND EXIT THE BUILDING.

OVERVIEW

THIS RESCUE MISSION REQUIRES STEALTH AND SPEED. SEVERAL HOSTAGES ON MULTIPLE FLOORS ARE BEING HELD AT GUNPOINT FOR REASONS UNKNOWN. FIGHT YOUR WAY UP—WITHOUT THE BENEFIT OF ELEVATORS OR STAIRS—UNTIL YOU REACH THE EXIT. IF EVEN ONE HOSTAGE DIES, THE GAME ENDS.

ENEMIES: GANGSTERS

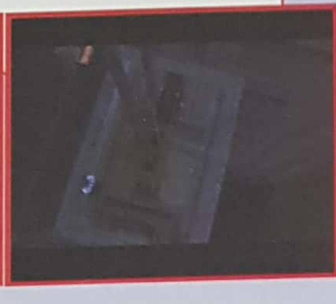


THIS IS NO WAY TO START A RESCUE MISSION. YOU NEED TO WHACK THESE GANGSTERS BEFORE YOU CAN SAVE ANYONE.



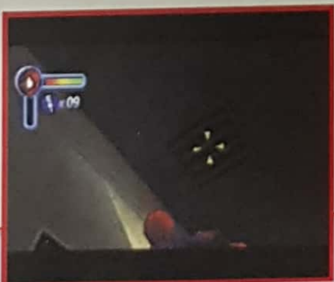
AFTER DISPOSING OF THEM, YOU HEAR A CALL FOR HELP FROM THE ELEVATOR. YOU CAN PUSH THE BUTTON IF YOU WANT, BUT IT ONLY CAUSES MORE TROUBLE. THERE MUST BE A WAY INTO THAT ELEVATOR!







USING WEB TARGET, LOOK UP TO SEE AN AIR VENT IN THE CEILING. DESTROY IT USING A WEB YANK OR IMPACT WEB, AND THEN USE YOUR ZIP-LINE TO REACH THE CEILING AND CRAWL INTO THE HOLE.











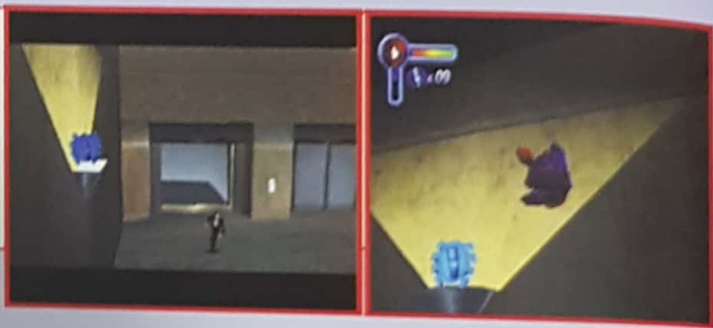
FOLLOW THE PATH OF THE AIR DUCT AS IT TURNS LEFT AND DOWN. AS YOU DROP INTO THE LOWER PORTION OF THE DUCT, YOU'LL DISCOVER A MISPLACED **HEALTH PACK**. CONTINUE UNTIL THE DUCT ENDS AT THE ELEVATOR SHAFT.



WHILE LOOKING AT THE ELEVATOR, YOU CAN NOW SEE THE PROBLEM: THE CABLE MUST BE FIXED. PRESS THE TARGET CYCLE BUTTON TO SELECT THE CABLE, AND PRESS AND HOLD THE WEB BUTTON TO FORTIFY THE BROKEN CABLE WITH PLENTY OF WEB FLUID. WITH THAT TASK ACCOMPLISHED, JUMP OVER TO THE ELEVATOR AND PULL THE LEVER TO RELEASE THE HOSTAGE. THIS ALSO OPENS A DOOR ON THE NEXT FLOOR. DON'T FORGET THE **WEB**



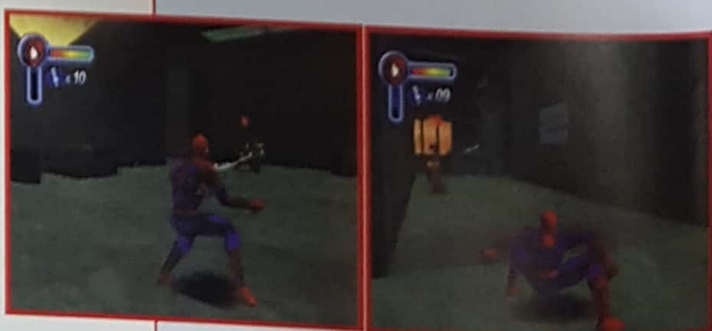
THE HOSTAGE IS NOW FREE. DID YOU SEE WHAT I SAW? RETRACE YOUR STEPS BACK TO THE LOBBY TO FIND A BRAND NEW **WEB CARTRIDGE** ON A LIGHT FIXTURE. JUMP TO GRAB IT AND RETURN TO THE ELEVATOR.





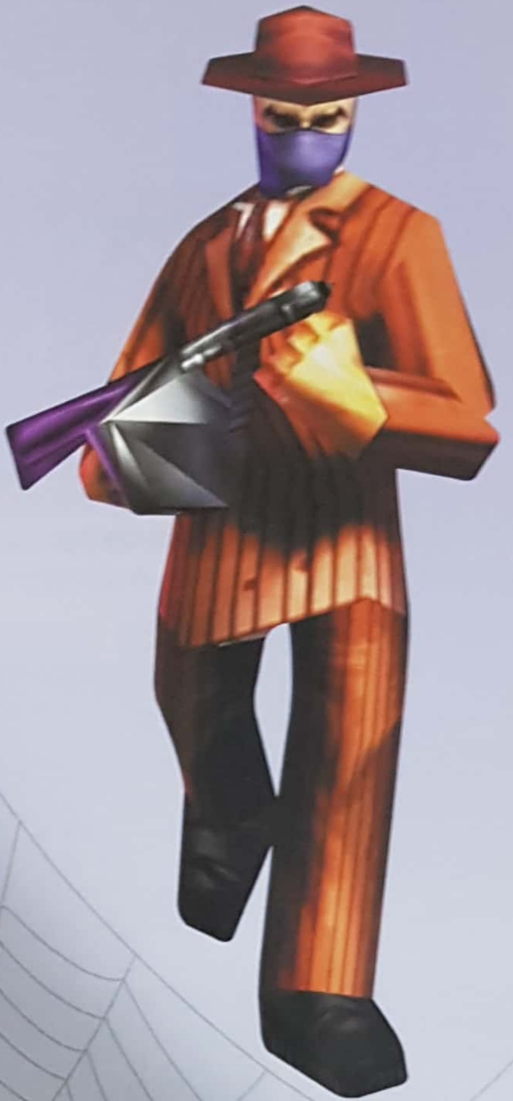
LOOK UP THE ELEVATOR SHAFT TO A NEWLY-OPEN DOOR ON THE NEXT FLOOR AND CLIMB TO IT.

UPON ENTERING THE ROOM, BE PREPARED TO FIGHT AS TWO GANGSTERS STORM INTO THE ROOM. AS YOU ROUND THE CORNER TO THE LEFT, ANOTHER GANGSTER JOINS THE FRAY.

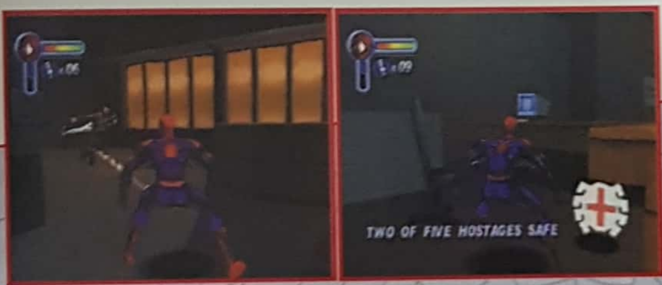


HELP SAVE THE HOSTAGES

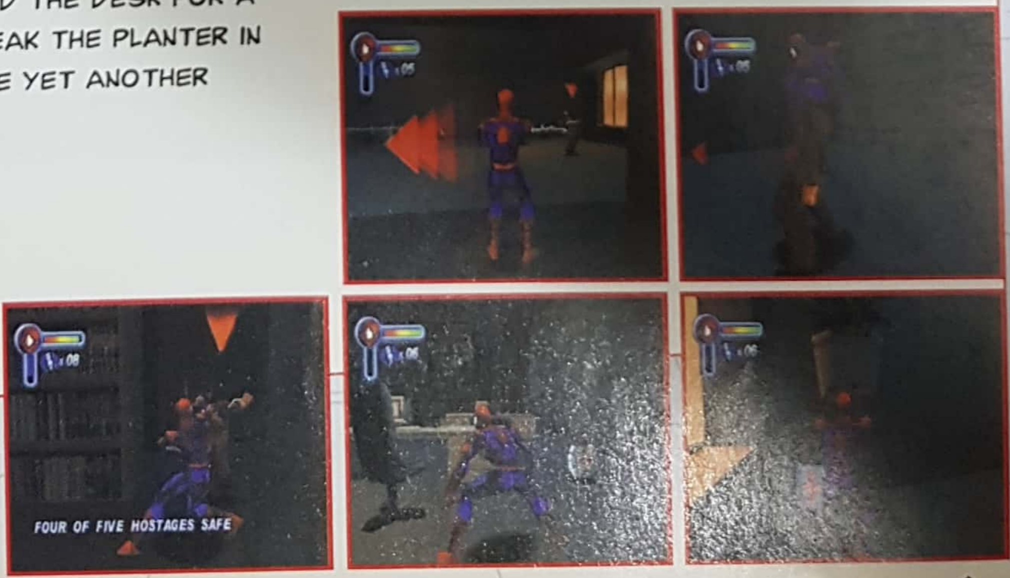
The Gangsters guarding the hostages don't leave much room for error. They will turn to attack on sight, but will also turn on the hostages if you disengage for more than a few seconds. The single most effective tactic to prevent this from happening is the use of the Web Yank. This causes substantial damage, while simultaneously getting the Gangsters away from the hostages.



STORM AROUND THE CORNER TO THE LEFT AND IMMEDIATELY ATTACK THE LONE GANGSTER BEFORE HE TURNS HIS WEAPON ON THE HOSTAGES. THAT MAKES TWO OF THE FIVE HOSTAGES HELD ON THIS FLOOR. BEFORE MOVING ONWARD, PICK UP THE **HEALTH PACK** BEHIND THE RECEPTIONIST'S DESK.



RUSH DOWN THE HALL TOWARD A ROOM WITH THREE HOSTAGES AND TWO GANGSTERS. WEB YANK THEM OUT OF THE ROOM AND DEAL WITH THEM *VERY* QUICKLY. A THIRD GANGSTER EMERGES DURING THE FIGHT, AND IF YOU'RE NOT AROUND TO FIGHT, HE'LL INSTANTLY GUN DOWN A HOSTAGE. LOOK BEHIND THE DESK FOR A **HEALTH PACK**, AND BREAK THE PLANTER IN THE CORNER TO RECEIVE YET ANOTHER **HEALTH PACK**.





FIND YOUR WAY UPSTAIRS, VENTURE BETWEEN THE LIBRARY SHELVES (NOTE THE **WEB CARTRIDGE**), AND LOOK UP TO SEE AN AIR VENT. REMOVE THE VENT COVER AND ZIP-LINE UP TO ENTER THE AIR DUCT. FOLLOW THE DUCT UNTIL IT EMPTIES INTO A TALL FOYER. UPON EXITING, IMMEDIATELY FIRE UPON THE WAITING GANGSTER.

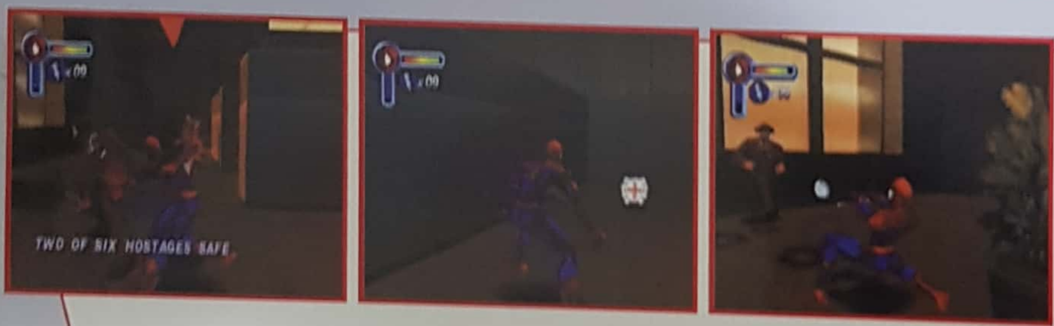


RESCUE THEM ALL!

There are six hostages on this floor. You *must* save them all!

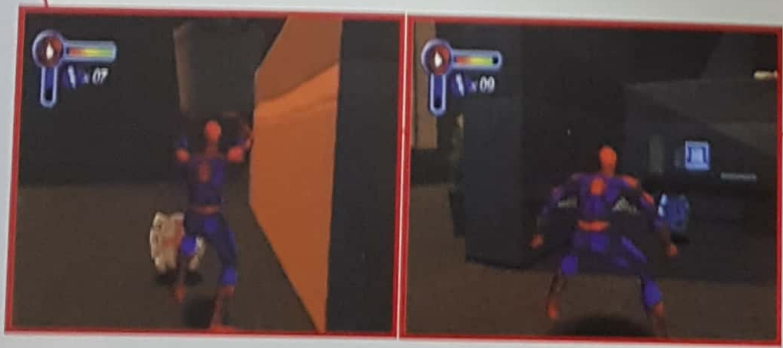
ENTER THE OFFICES, TURNING BRIEFLY TO THE LEFT TO FIND A **WEB CARTRIDGE**, AND TURN TO THE RIGHT ALONG A ROW OF CUBICLES. ENTER THE FIRST ONE TO FIND A GANGSTER AND TWO HOSTAGES.





THE SPACE BETWEEN THE FIRST AND SECOND CUBICLE HOUSES A **HEALTH PACK**, BUT MORE GANGSTERS AWAIT AS YOU NEAR THE END OF THE ROW.

BEFORE LEAVING, HOWEVER, TAKE A MOMENT TO SMASH THE PLANTER AT THE END OF THE ROW TO FIND ANOTHER **HEALTH PACK** AND ENTER THE LAST CUBICLE FOR A **WEB CARTRIDGE**.

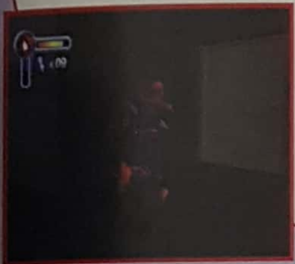


MOVE DOWN THE HALLWAY BEYOND THE CUBICLES, AS TWO GANGSTERS LEAP FROM THEIR HIDING PLACES. DEAL HARSHLY WITH THEM, AND TURN TO THE FIRST DOORWAY ON THE RIGHT.

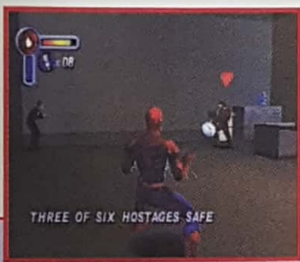




SMASH OPEN THE DOOR USING YOUR IMPACT WEB, AND QUICKLY ELIMINATE THE GANGSTER GUARDING THE TWO HOSTAGES. DON'T LEAVE WITHOUT THE **WEB CARTRIDGES** AND THE **HEALTH PACK**.





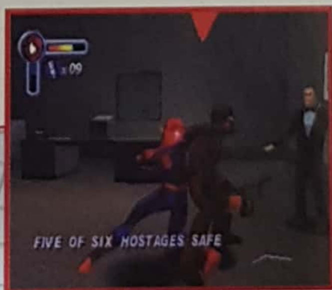




RETURN TO THE HALL AND SMASH OPEN THE DOOR ON THE LEFT SIDE OF THE HALL. INSIDE, TWO GANGSTERS GUARD TWO MORE HOSTAGES. RETURN TO THE HALL AND EXIT VIA THE DOOR AT THE END TO FACE THE HARD-HEADED MOBSTER HIMSELF.









LEVEL 14: SPIDEY VS. HAMMERHEAD

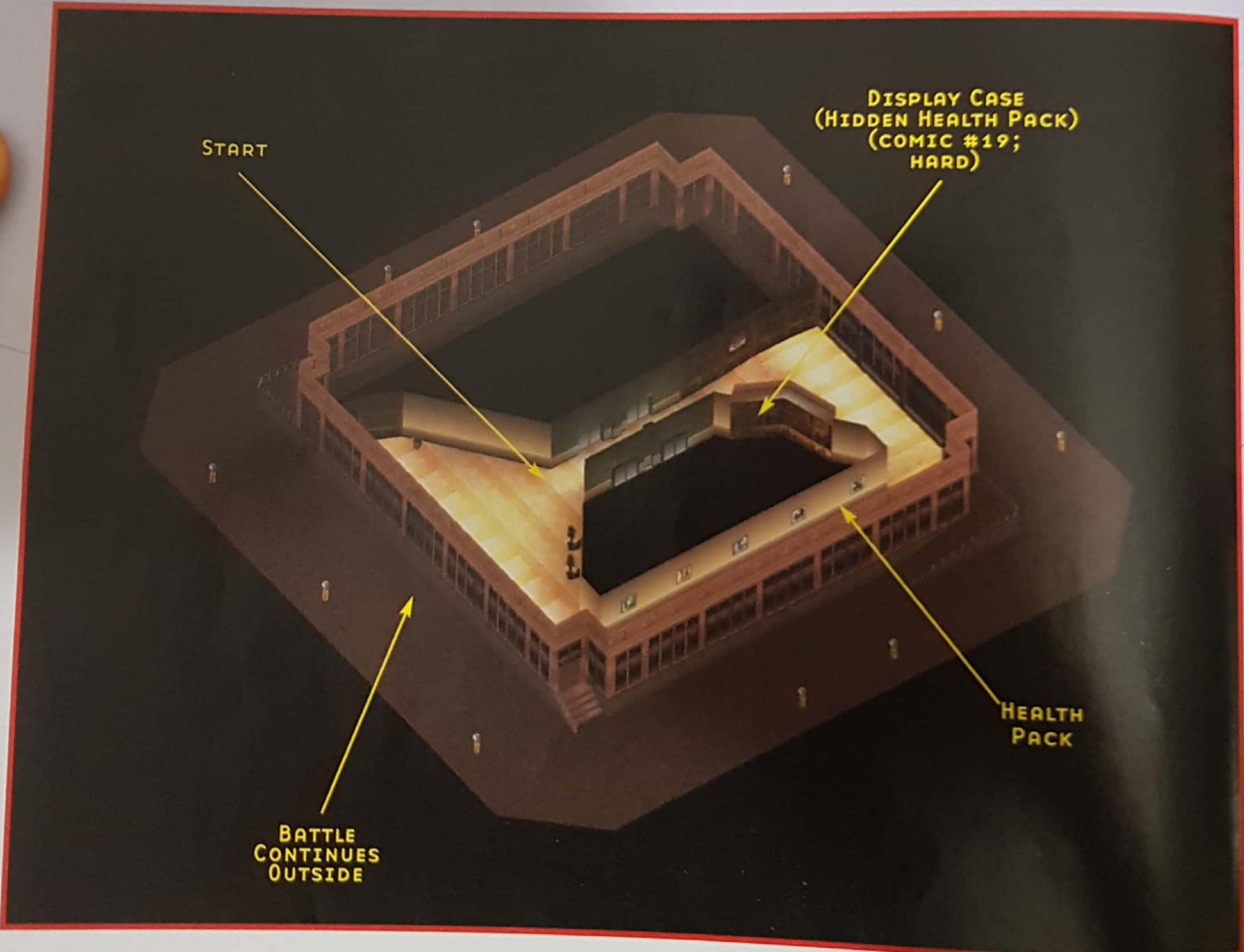
OBJECTIVE

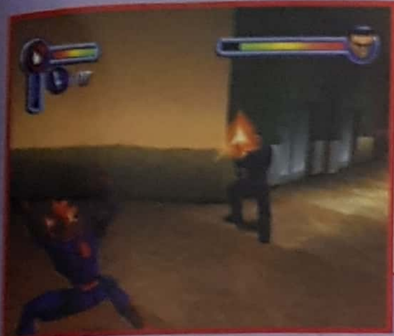
DEFEAT HAMMERHEAD.

OVERVIEW

TIME FOR ANOTHER ONE-ON-ONE FIGHT WITH ONE OF SPIDEY'S LONGTIME FOES: HAMMERHEAD. TALK ABOUT HARDHEADED–THERE'S JUST NO GETTING THROUGH TO THIS GUY. YOU FIRST FIGHT HIM INSIDE THE ROOF LOBBY AND THEN OUTSIDE ON THE BALCONY. ONCE YOU GET OUTSIDE, HOWEVER, HAMMERHEAD HAS SOME HELP. IT'S BEST TO KEEP MOVING AND WORK VERY FAST. YOU SHOULD TRY TO TAKE AWAY HIS BEST WEAPON (HIS GUN) AND GET HIM WHEN HE'S VULNERABLE.

ENEMY: HAMMERHEAD





YOU DON'T GET TO BE HEAD OF THE MOB BY HAVING A SOFT TOUCH. THAT'S WHY HAMMERHEAD'S THE BOSS. BEFORE FIGHTING HIM, YOU NEED TO UNDERSTAND HOW HE FIGHTS. HE MOST FREQUENTLY ATTACKS WITH HIS TOMMY GUN. HE CAN FIRE IT QUICKLY AND CAN FOLLOW YOU AS YOU MOVE. HE CAN EVEN FIRE AT THE CEILING IF YOU TRY TO HIDE UP HIGH.

YOU SHOULD AVOID STANDING STILL, OR FEEL THE WRATH OF HAMMERHEAD'S HEAD RUSH ATTACK. HAMMERHEAD LOWERS HIS HUGE CRANIUM AND BARRELS IN YOUR DIRECTION. THE IMPACT WILL KNOCK YOU OFF YOUR FEET, LEAVING YOU HELPLESS AND UNABLE TO COUNTERATTACK.





ALSO, IF YOU GET IN CLOSE FIGHTING QUARTERS, HAMMERHEAD HAS A FEW TRICKS UP HIS SLEEVE. HE CAN SMACK YOU WITH THE BUTT OF HIS TOMMY GUN, OR, MORE OFTEN THAN NOT, HE'LL GRAB YOU AROUND THE NECK AND DELIVER A CRUSHING HEAD BUTT.





Boss Fight: Hammerhead

HOW DO YOU COUNTER THESE ATTACKS? THERE ARE A FEW WAYS. HAMMERHEAD GENERALLY DEFENDS HIMSELF BY SHIELDING WITH HIS GUN. WHEN HE HOLDS IT UP (SEE THE SCREENSHOT TO THE RIGHT), YOU CAN INFLICT ONLY MINIMAL DAMAGE.




WHEN HAMMERHEAD ASSUMES THIS POSE, HE'S LAUGHING AT YOU. WELL, THE LAUGH'S ON HIM BECAUSE HE'S TOTALLY VULNERABLE IN THIS STANCE. IF YOU'RE FAR AWAY, LAUNCH A QUICK JUMP KICK OR JUMP PUNCH ATTACK.




THE BEST DEFENSE AGAINST THE HEAD RUSH IS TO AVOID IT ALTOGETHER. WHEN HE'S IN FULL RUN, HAMMERHEAD WON'T NOTICE IF YOU MOVE OUT OF THE WAY. IF YOU TIME IT CORRECTLY, HE'LL RUN INTO A WALL AND LEAVE HIMSLEF DIZZY AND VULNERABLE FOR A MOMENT.



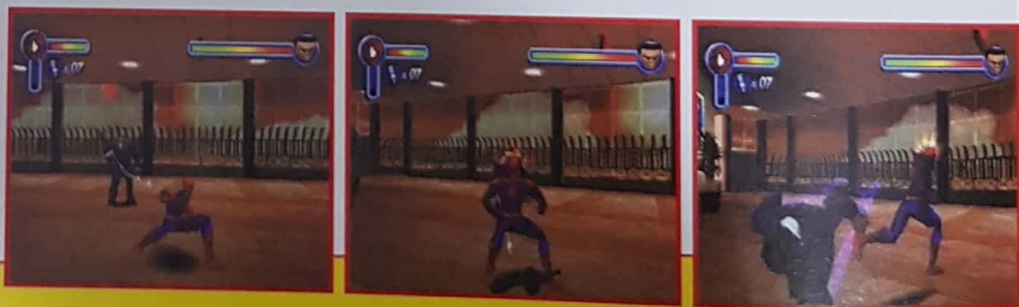
A POINT TO REMEMBER

As with many bosses, you can't wrap Hammerhead in Web Fluid. Also, the Web Yank doesn't cause any damage either.

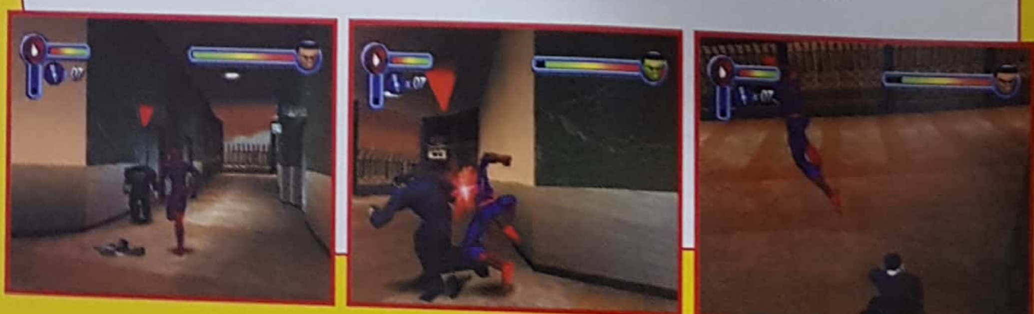
IF THE TIMING IS RIGHT, IT'S ALWAYS A GOOD IDEA TO DON THE WEB FISTS WHEN YOU HAVE THE OPPORTUNITY TO DELIVER AN UNBLOCKED PUNCH. YOU MUST BE QUICK TO TAKE ADVANTAGE OF THIS FLEETING OPPORTUNITY.



THERE IS NO WAY TO DEFEAT HAMMERHEAD IN A PUNCH AND KICK BATTLE, BECAUSE HE HAS TOO MANY MOVES THAT CAN KNOCK YOU DOWN. THE WAY TO WIN IS TO EMPLOY THE "SNATCH-DODGE-AND-ATTACK" METHOD. WHAT THIS MEANS IS YOU MUST TARGET HAMMERHEAD (PARTICULARLY WHEN HE'S BLOCKING) AND PERFORM A WEB YANK. THIS RIPS THE TOMMY GUN FROM HIS HANDS, AFTER WHICH HE DASHES TO RETRIEVE IT. MAKE SURE YOU'RE OUT OF HIS WAY AS HE GOES TO RETRIEVE IT.



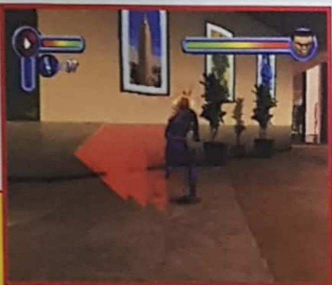
GET AS CLOSE TO THE GUN AS POSSIBLE WHEN HE ARRIVES, AND UNLEASH A VERY QUICK COMBINATION ATTACK. AS SOON AS HE HAS THE GUN AGAIN, GET AWAY AND REPEAT THE PROCESS. THE TIMING FOR THIS METHOD IS CRUCIAL AND ISN'T EASY TO ACHIEVE.



OTHER FIGHTING OPTIONS

If you get too far away from the gun when Hammerhead reaches it, you can do three things. First, wait for your next opportunity. Second, shoot a minimally effective Impact Web. Or, lastly, perform a jump kick or jump punch. The last option covers the distance the best and unleashes a decent blow.

AS THE FIGHT UNFOLDS, IMMEDIATELY MOVE TO THE RIGHT TO AVOID HAMMERHEAD'S INITIAL RUSH. TURN AROUND AND START YOUR FIRST "SNATCH-DODGE-AND-ATTACK."



IF YOU TAKE TOO MUCH DAMAGE, RUN AROUND THE LOBBY TO FIND A LONE **HEALTH PACK.**



STAYING HEALTHY

Use the Health Pack *before* Hammerhead gets reduced to 50% health. Once he bolts to the balcony, you will have a more difficult time getting back inside to get the Health Pack.

HIDDEN STUFF



THERE'S ONE MORE **HEALTH PACK** HIDDEN INSIDE THE LOBBY. LOOK FOR THE GLASS DISPLAY CASE TO THE LEFT OF THE ELEVATOR DOORS. DESTROY THE SIGN ON THE CASE THREE TIMES FOR SOME MORE HEALTH. A WARNING: YOU MAY TAKE MORE DAMAGE THAN YOU GAIN BY HUNTING FOR THIS LITTLE TREAT.




WHEN HAMMERHEAD REACHES 50% HEALTH, HE CRASHES THROUGH A WINDOW TO FINISH THE FIGHT ON THE BALCONY. ONCE OUTSIDE, YOUR BASIC STRATEGY IS STILL THE SAME.





YOU MUST WORK A LITTLE FASTER OUTSIDE, HOWEVER, SINCE THIS IS NO LONGER A ONE-ON-ONE FIGHT. THE HELICOPTER PATROLLING OUTSIDE GETS INTO THE ACT WITH ITS MACHINE GUNS BLAZING. THE ONLY DEFENSE AGAINST THIS IS CONSTANT MOTION. TO SPEED THINGS UP, FOLLOW THE "SNATCH" EXCLUSIVELY WITH JUMP KICKS OR JUMP PUNCHES.









IF YOU HAVE TIME AND THE NEED, LOOK AROUND FOR A **WEB CARTRIDGE** AND A **HEALTH PACK**. AFTER REDUCING HAMMERHEAD'S HEALTH BAR, YOU'RE WORK HERE IS DONE.

LEVEL 15: SPIDEY IN THE MACHINE

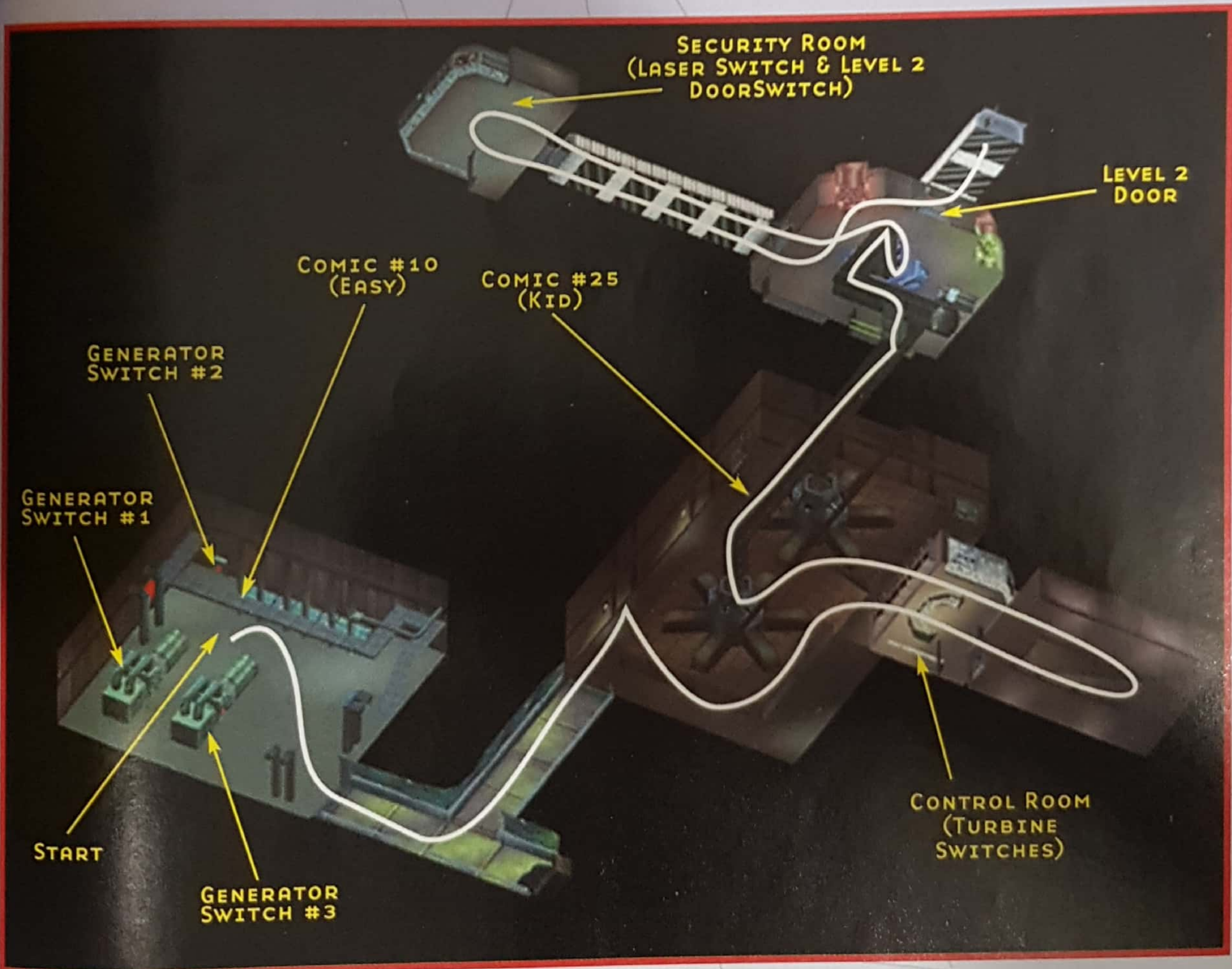
OBJECTIVE

SHUT OFF THE THREE BOILERS TO PREVENT AN EXPLOSION, AND THEN FIND A WAY TO THE SECOND FLOOR.

OVERVIEW

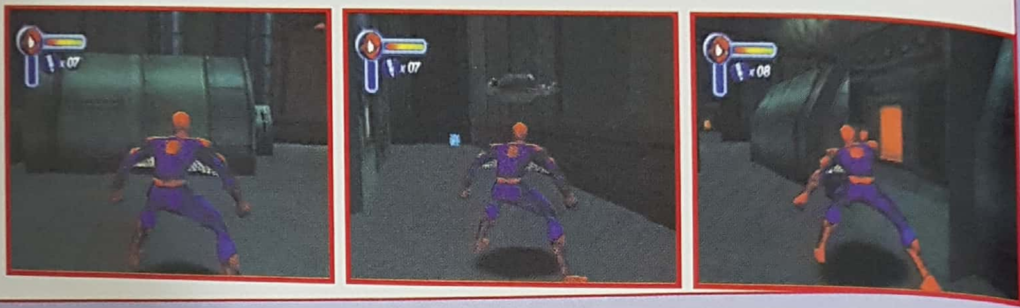
THE FULLY AUTOMATED FACTORY IS FULL OF SECURITY MEASURES. HOWEVER, NOTHING IS TOO SECURE FOR SPIDEY, SO IT'S REALLY JUST A MATTER OF TIME BEFORE YOU FIGURE IT OUT. START BY PREVENTING THE BOILER EXPLOSION, AND THEN MOVE ONTO BIGGER THINGS, WORKING YOUR WAY THROUGH A FACILITY THAT NO ONE WANTS TO YOU TO.

ENEMIES: FLYING DRONE, SCOUT DRONE, ROLLING DRONE



BOILER #1

YOU DON'T LOOK ANYTHING LIKE A JANITOR, BUT IT APPEARS TO BE YOUR JOB TO SHUT OFF THE THREE BOILERS BEFORE THEY BLOW UP. YOU MUST SHUT THEM DOWN IN ORDER, SO MOVE TO THE OTHER SIDE OF THE BOILER YOU'RE FACING AND TAKE DOWN THE FLYING DRONE. AFTER THAT, PRESS THE RED BUTTON TO CUT OFF BOILER #1. DON'T FORGET TO GRAB THE **WEB CARTRIDGE.**

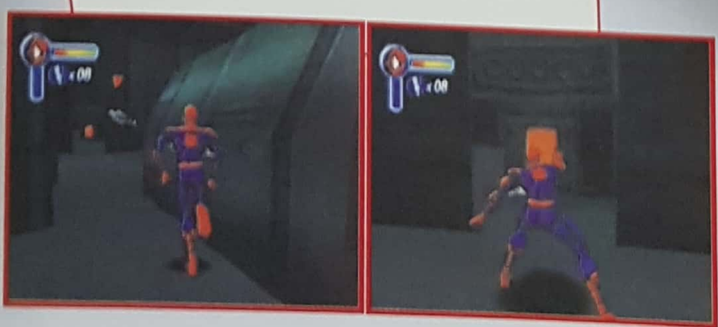


DESTROYING THE FLYING DRONES

The Flying Drones have very light armor, and they possess adequate maneuverability. There are several ways to destroy them. The most effective is by using the Web Yank, however, it does deplete your Web Fluid. The Impact Web also works well at close range, but is less effective from long distances. You can tie them up with webbing, but this also consumes lots of Web Fluid. Finally, you can jump kick or jump punch them. At close or even medium range, this works remarkably well and costs no fluid at all.

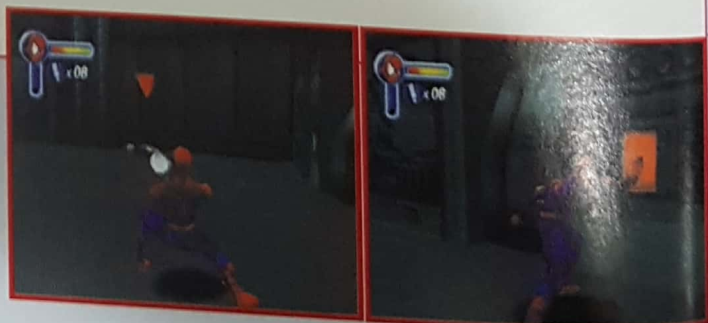
BOILER #2

TURN TO THE LEFT TO LOCATE THE NEXT BOILER SWITCH AND ITS FLYING DRONE GUARDIAN. SABOTAGE THE FLYING DRONE AND PRESS THE RED SWITCH TO SHUT DOWN BOILER #2. TURN AROUND AND HEAD TO THE LEFT TO BOILER #3. GROUND THE FLYING DRONE AND PRESS THE RED BUTTON ON BOILER #3 TO SHUT IT DOWN.



BOILER #3

TURN AROUND AND HEAD TO THE LEFT TO BOILER #3. GROUND THE FLYING DRONE AND PRESS THE RED BUTTON ON BOILER #3 TO SHUT IT DOWN.



HEAD TOWARD THE DOOR, PICKING UP THE **WEB CARTRIDGE** BEHIND THE PIPES, AND SHOOT DOWN ANOTHER FLYING DRONE. DASH DOWN THE HALL, BYPASSING THE PASSAGE TO THE LEFT, TO PICK UP A **HEALTH PACK**. NOW RETURN TO THE SIDE PASSAGE.

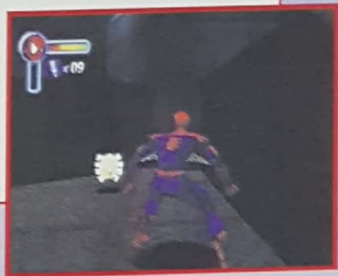




ENTER THE LARGE ROOM AND TAKE A LOOK AROUND. TWO LARGE TURBINES ANCHOR THE ROOM. SOME VENTING DUCTS RISE FROM THEM, BUT DON'T CLIMB INSIDE THEM WHILE THE FANS ARE RUNNING. SNIPE AT THE FLYING DRONES FLOATING THROUGHOUT THE ROOM, IN PARTICULAR THE SMALLER SCOUT DRONE BEFORE IT SUMMONS MORE FLYING DRONES. A **TASER WEB CARTRIDGE** IS CONCEALED BEHIND THE FARTHEST TURBINE.





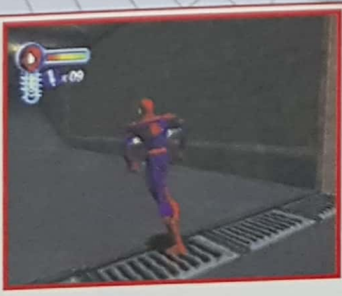


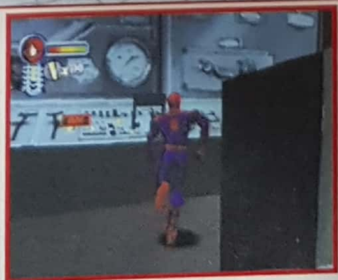


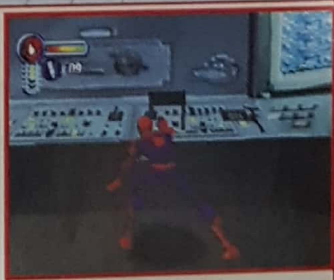


NEXT, YOU MUST DISABLE THE LASER GRID IN THE CONTROL ROOM HALLWAY. APPROACH THE LASER GRID CONTROL CONSOLE TO AUTOMATICALLY ACTIVATE IT. WHEN EACH OF THE THREE COLORED ROTATING SPHERES ENTERS THE GREEN CIRCLE IN THE CENTER, PRESS THE CORRESPONDING BUTTON. AFTER CENTERING ALL THREE, PRESS THE X BUTTON TO EXIT THE CONSOLE. THE LASER TRAP IS NOW DOWN, SO YOU CAN PROCEED TO THE CONTROL ROOM.

SCALE THE RAMP TO THE CONTROL ROOM. ONCE THERE, THROW BOTH SWITCHES TO SHUT OFF THE TURBINES. RETURN TO THE TURBINE ROOM.







SWING UP TO THE LEFT TURBINE AND CLIMB UP THE VENT DUCT. CONTINUE UNTIL YOU SEE ANOTHER VENT DUCT LEADING STRAIGHT UP. ZIP-LINE UP THIS ONE AND LOOK BOTH WAYS: ONE DIRECTION LEADS IMMEDIATELY TO A **HEALTH PACK**, WHILE THE OTHER ONE LEADS TO A VENT DUCT LEADING DOWN INTO THE NEXT ROOM.





THIS LARGE LAB IS SERVED BY TWO DOORS: ONE READS "SECURITY ROOM," THE OTHER READS "2." OF COURSE, THE DOOR YOU NEED TO USE (#2) IS LOCKED. SEARCH AROUND FOR A **TASER WEB CARTRIDGE** AND HEAD THROUGH THE "SECURITY ROOM" DOOR.

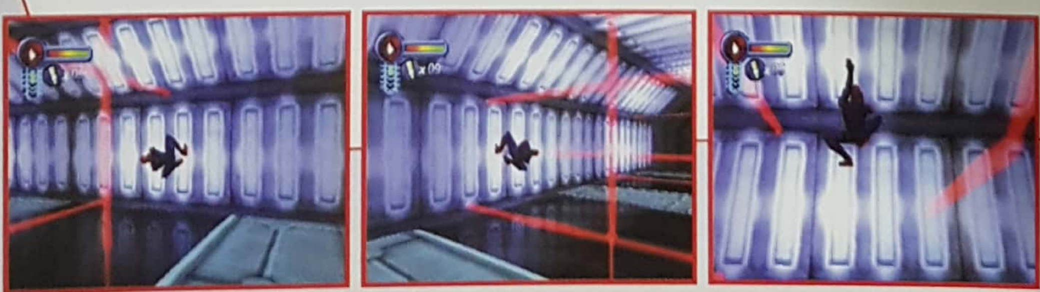
SAFE SPOTS

The light-colored bands on the floor are safe. If you're ever in doubt about where you can stand without harm, get to one of these bands.

ONCE INSIDE THE ROOM, STOP. YOU CAN'T SHUT OFF THE LASER ARRAY IN FRONT OF YOU. TO NAVIGATE THROUGH THE AREA, SHOOT A ZIP-LINE UP TO THE CEILING AND CRAWL PAST THE FIRST LINE OF LASERS. AFTER DOING SO DROP TO THE FLOOR.



GO TO THE RIGHT-HAND WALL AND CRAWL ONTO IT. THEN CRAWL FORWARD NEAR FLOOR LEVEL UNTIL YOU REACH THE NEXT SAFE AREA. MOVE TO THE LEFT-HAND WALL AND CRAWL ONTO IT. PROCEED FORWARD IN THE SAME FASHION PAST THE FIRST SET OF LASERS.



BEFORE THE NEXT SAFE AREA, MOVE UPWARD PAST THE NEXT HIGHER LASER. GO PAST THE FINAL SAFE AREA AND MOVE BACK DOWN TO THE SIDEWALL TO PASS BETWEEN THE FINAL TWO LASERS. DROP TO THE FLOOR AND APPROACH THE DOORWAY.



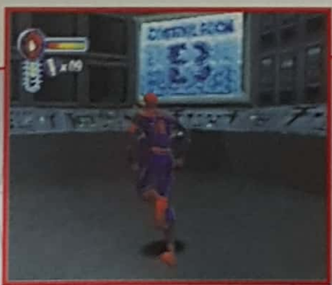






DISPOSE OF THE FLYING DRONES AND APPROACH THE SWITCH ON THE RIGHT SIDE. PULL IT TO DEACTIVATE THE LASER ARRAY. THEN THROW THE SWITCH ON THE LEFT SIDE TO OPEN THE DOOR LABELED "#2."









RETURN THROUGH THE LASER HALLWAY TO THE LAB. PASS THROUGH THE DOOR LABELED "#2," AS THIS ADVENTURE WITH TECHNOLOGY ENDS.





LEVEL 16: MISSION: SPIDEY

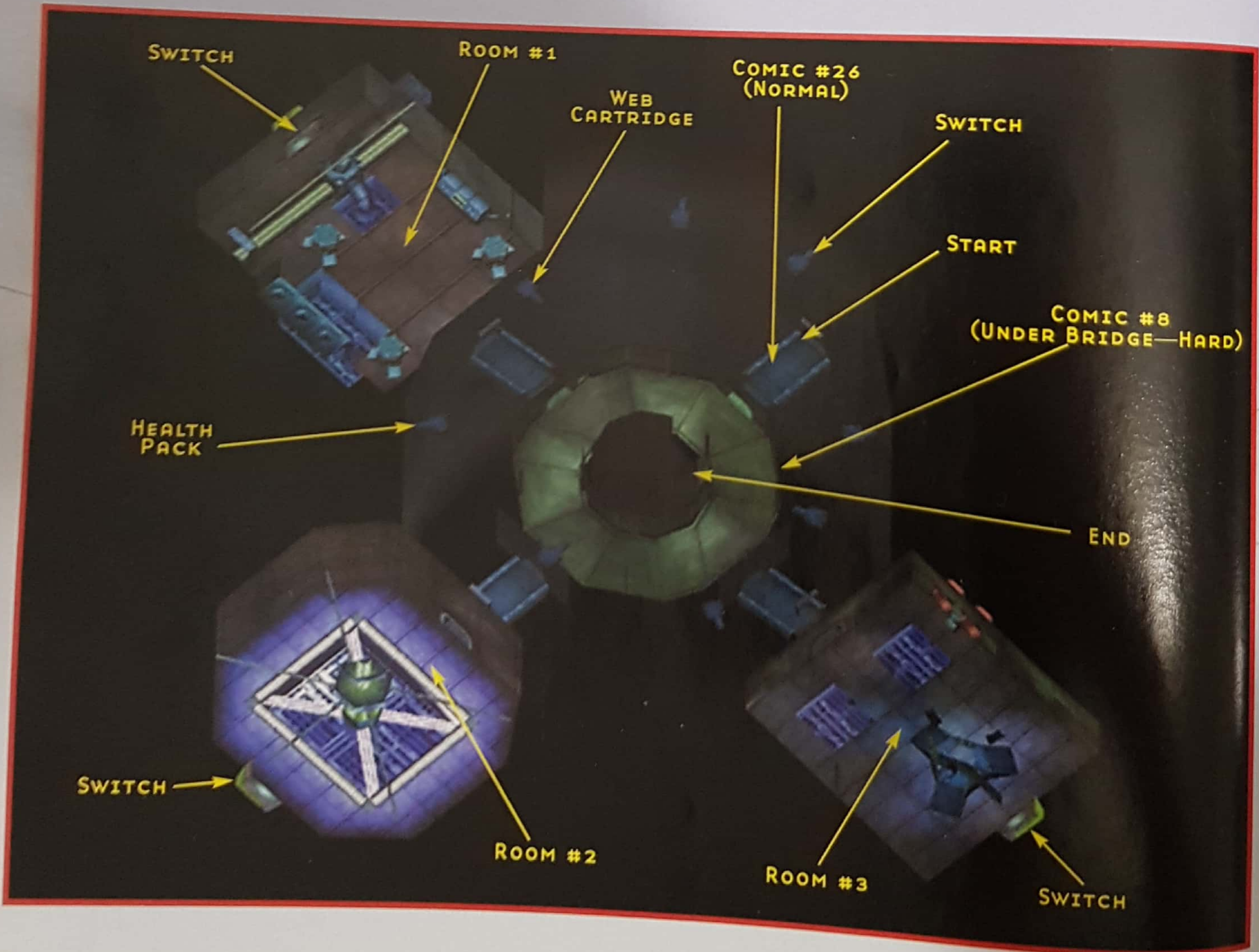
OBJECTIVE

FIGHT THROUGH DR. CONNORS' FACILITY BY DISABLING THREE FORCE SHIELDS.

OVERVIEW

BUTTONS ARE WELL PROTECTED IN THIS LEVEL. IT SEEMS THERE'S NO LENGTH EVILDOERS WON'T GO TO KEEP YOU FROM PRESSING... BUTTONS! GAIN ACCESS TO EACH OF THE THREE FORCE SHIELD ROOMS, DEFEATING EACH ROOM'S NEFARIOUS MECHANICAL DEFENSES, AND REACH THE FACILITY'S CENTRAL COLUMN.

ENEMIES: FLYING DRONES, ROLLING DRONES





THERE'S NOWHERE TO GO BUT UP IF YOU WANT TO BRING DOWN THE FIRST FORCE SHIELD. THIS SHIELD'S SWITCH IS LOCATED HIGH ABOVE, ACCESSIBLE (IT SEEMS) ONLY BY CLIMBING THE PLATFORMS AROUND THE CENTRAL STRUCTURE. ALSO, THERE ARE DIFFICULT JUMPS THAT CAN SEND YOU PLUMMETING TO YOUR DOOM.

WHAT ABOUT THE POWER-UPS?

Those who have experimented with the obvious and more dangerous route to the top are probably wondering about the power-ups that wait on some of the platforms. Don't worry; we'll still get them!

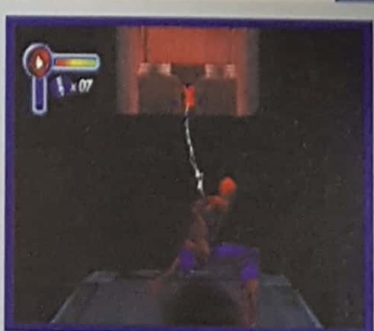
FORCE SHIELD #1

INSTEAD OF CLIMBING TO THE TOP, PRESS THE ZIP-LINE BUTTON TO INSTANTLY ZIP TO THE TOPMOST PLATFORM. CLIMB TO THE TOP AND LOOK TO THE CENTRAL STRUCTURE FOR A BUTTON. TARGET THE BUTTON AND GIVE IT A SHOT OF WEBBING BEFORE DROPPING BACK TO THE FLOOR.





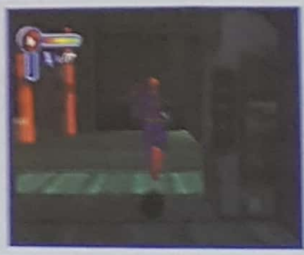




DON'T WORRY; NO DAMAGE

You won't take any damage from this long fall, so feel free to plummet back to the ground.

GO THROUGH THE DOOR AND PROCEED DIRECTLY TO THE FIRST DOORWAY TO AREA I. PRESS THE RED BUTTON AND PASS THROUGH TO THE SHORT WALKWAY.





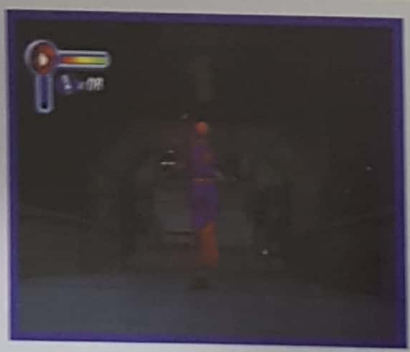




JUST AS YOU EMERGE ON THE WALKWAY, STOP AND PRESS THE ZIP-LINE BUTTON. THIS TAKES YOU DIRECTLY TO ONE OF THE SMALL, HIGHER PLATFORMS. THIS TIME, HOWEVER, YOUR PRIZE IS A **WEB CARTRIDGE**. PLUMMET BACK TO THE WALKWAY.

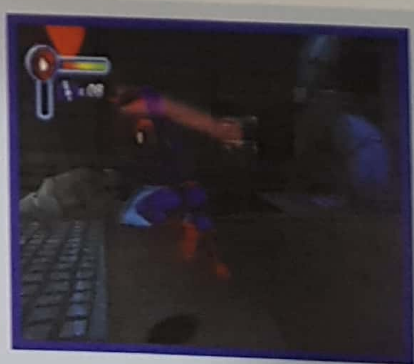
FORCE SHIELD #2

PASS THROUGH THE DOOR TO AREA I, WHERE YOU'RE CONFRONTED BY SEVERAL FLYING DRONES. THEY'RE NOT YOUR PROBLEM, HOWEVER; THE THREE TRANSPORTERS THAT CONTINUE TO BRING MORE DRONES ARE THE REAL PROBLEM. EACH TRANSPORTER HAS THREE CONTROL PANELS THAT YOU MUST DESTROY. PUNCH EACH PANEL UNTIL IT EXPLODES. THIS NOT ONLY STOPS THE FLOW OF NEW ENEMIES, BUT ALSO BRINGS DOWN THE LASER ARRAY THAT SEPARATES YOU FROM THE BUTTON YOU SEEK. AFTER DISMANTLING ALL THREE TRANSPORTERS, YOU CAN MOP UP THE REMAINING FLYING DRONES.







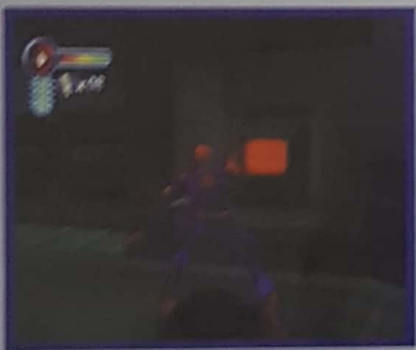


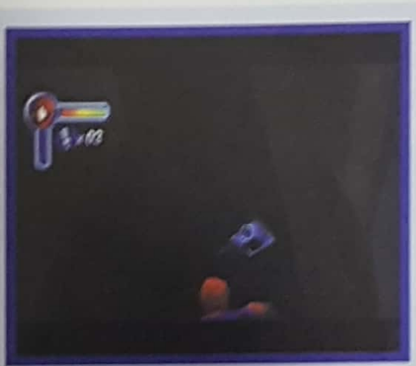
JUMP ON TOP OF THE PIPES ALONG THE WALL TO NAB A **TASER WEB CARTRIDGE**. NEXT, SWING DOWN TO THE ROOM WITH THE BUTTON AND PRESS THE BUTTON TO BRING DOWN THE NEXT FORCE SHIELD IN THE MAIN HALL. RETURN TO THE MAIN HALL NOW.

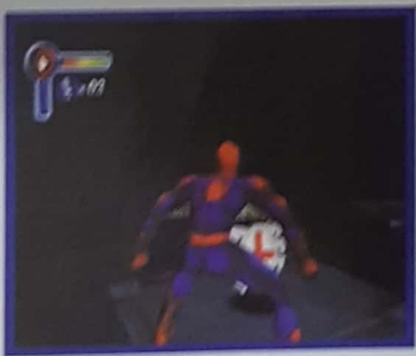




PRESS THE BUTTON TO ACCESS THE NEXT DOOR ALONG THE HALLWAY. THERE'S A POWER-UP ABOVE YOU, BUT IT'S A BIT HARDER TO ACCESS. LOOK UP AND TO THE RIGHT FOR THE NEAREST PLATFORM, AND USE YOUR WEB TARGET TO SELECT YOUR DESTINATION. PRESS THE WEB SWING BUTTON TO ZOOM TO IT, AND CLIMB ON TOP TO FIND A **HEALTH PACK**. DROP DOWN TO THE WALKWAY AND ENTER THE DOOR TO AREA 2.









ONLY IF YOU NEED THE HEALTH

You should attempt to retrieve the Taser Web Cartridge only if you really need it. Otherwise, it's not worth the trouble.

FORCE SHIELD #3

TO GET TO THE BUTTON IN THIS ROOM, YOU MUST DISABLE FOUR LASERS AND PRESS A BUTTON ON THE CENTRAL STRUCTURE TO BRING DOWN THE LASER ARRAY PROTECTING THE FORCE SHIELD BUTTON. LASTLY, YOU MUST PRESS THAT BUTTON. START BY RUNNING BEHIND THE FIRST LASER TO THE RIGHT.

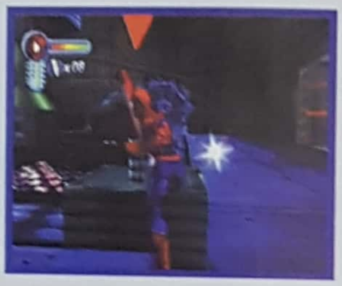


SAFETY PRECAUTIONS

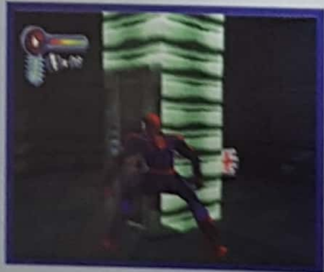
Standing behind the lasers offers a measure of protection, but it also enlists the help of other lasers. Oftentimes, in trying to hit you, they'll destroy the laser you're standing behind.

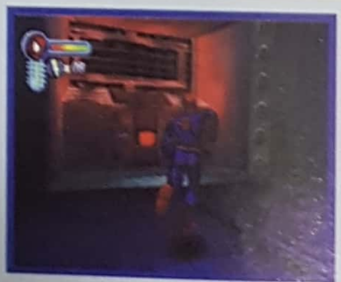
RUN BEHIND EACH OF THE FOUR LASERS AND ATTACK THEM UNTIL THEY EXPLODE. UPON REDUCING ALL FOUR TO RUBBLE, THE ENERGY FIELD AROUND THE CENTRAL STRUCTURE COMES DOWN. JUMP ONTO THE PLATFORM AND PRESS THE RED BUTTON TO DEACTIVATE THE LASER ARRAY PROTECTING THE FORCE SHIELD BUTTON AND PICK UP THE **HEALTH PACK**. LOCATE THE BUTTON ROOM AND PRESS THE RED BUTTON TO DROP THE NEXT FORCE SHIELD.





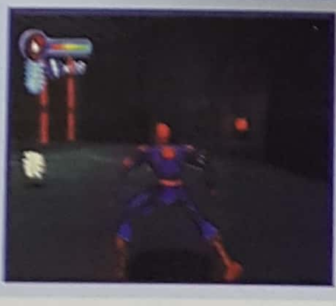






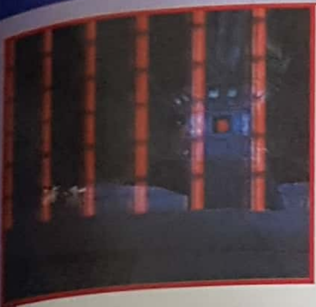
FORCE SHIELD #4

TO ENTER THE NEXT DOOR ALONG THE HALL-WAY, PRESS THE RED BUTTON. NOW CROSS THE WALKWAY TO AREA 3.







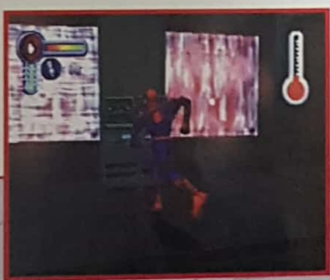


THE ROOM IS DIVIDED IN HALF BY A MASSIVE CONTAINMENT FIELD, AND ENEMIES LURK INSIDE TOO. THE CENTRAL PILLAR HAS THREE BUTTONS, EACH OF WHICH YOU MUST PUSH TO DISABLE THE LASER ARRAY PROTECTING THE FOURTH FORCE SHIELD BUTTON.

DEFEATING THE ROLLING DRONES

The Rolling Drones are nearly invulnerable, but they have a crucial weakness: their sensors recognize infrared signals. Raising the temperature in the room, therefore, would render them blind.

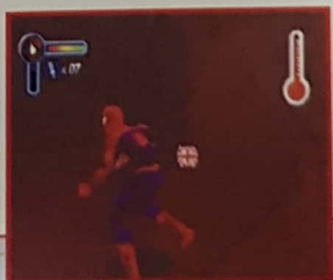
GO TO THE CONTROL PANEL ON THE LEFT SIDE OF THE ROOM. INCREASE THE TEMPERATURE TO FULL TO "BLIND" THE ROLLING DRONES, AND THEN LOWER THE CONTAINMENT FIELD. THIS CREATES A BRIEF WINDOW OF TIME DURING WHICH YOU CAN ROAM ABOUT THE ROOM, INVISIBLE TO THE ROLLING DRONES' INFRARED SENSORS. THE MOMENT THE TEMPERATURE LOWERS TOO MUCH, THOUGH, THE DRONES WILL TARGET YOU WITH A HAIL OF ROCKETS. DASH TO THE PILLAR, WAIT UNTIL THE OSCILLATING FORCE FIELD DROPS, AND THEN USE YOUR WEB FLUID TO PRESS THE BUTTON. DON'T GET GREEDY BY TRYING FOR ANOTHER BUTTON!

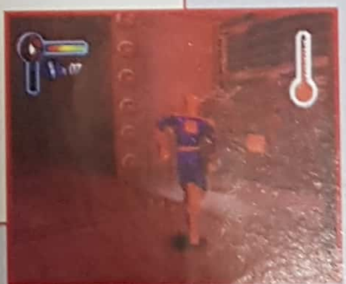


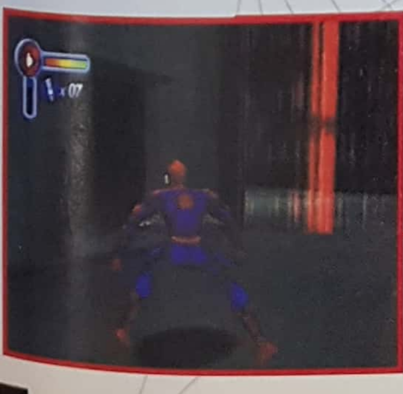




IMMEDIATELY RETURN TO THE CONSOLE, ACCESS THE CONTAINMENT FIELD, AND START THE PROCESS OVER AGAIN. YOU MUST DO THIS FOR EACH OF THE THREE BUTTONS. YOU MIGHT WANT TO DO IT AN ADDITIONAL TIME TO CLAIM THE **HEALTH PACK** IN THE FAR CORNER. AFTER PRESSING ALL THREE BUTTONS, THE LASER ARRAY OVER THE FORCE SHIELD BUTTON DISAPPEARS. WORK THE CONSOLE ONE LAST TIME AND RUSH IN TO HIT THE BUTTON BEFORE RETURNING TO THE MAIN HALL.







RETURN TO THE MAIN HALL AND APPROACH THE FINAL FORCE SHIELD. NO NEED TO BRING IT DOWN, HOWEVER. INSTEAD, GO TO THE LEFT INTO THE UNASSUMING DOORWAY TO COMPLETE THIS COMPLEX EPISODE.

LEVEL 17: THE CORKSCREW

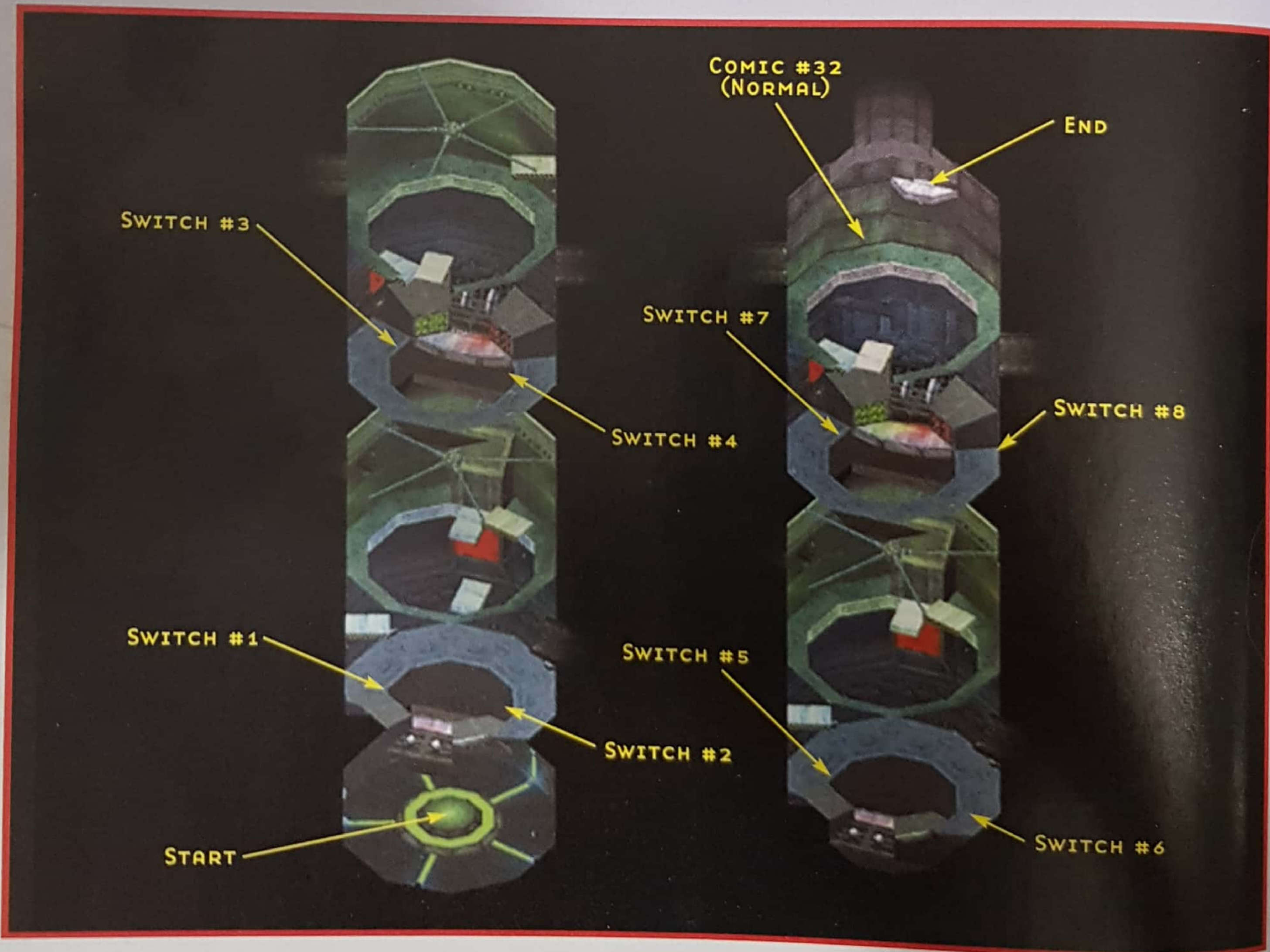
OBJECTIVE

REACH THE TOP OF THIS HEAVILY PROTECTED SHAFT.

OVERVIEW

THE ADVANCED PROJECTS LAB IS AT THE TOP OF THIS TOWERING SHAFT, BUT YOU'LL HAVE TO DISABLE THE CONSIDERABLE AUTOMATIC DEFENSES. STEEL NERVES WILL BE REQUIRED TO REACH THE FOUR PAIRS OF BUTTONS THAT CONTROL THE LASER ARRAYS. YOU MUST ALSO MIND AND AVOID SEVERAL OTHER DEFENSIVE MECHANISMS, INCLUDING A COUPLE FLEETS OF FLYING DRONES.

ENEMY: FLYING DRONES



AT THE BASE OF THE SHAFT, LOOK UP TO SEE WHAT AWAITS. A LARGE BLAST DOOR OPENS AND CLOSES TO REVEAL THE NEXT SECTION OF THE SHAFT. WAIT FOR THEM TO OPEN AND FIRE A WEB ZIP-LINE NEAR THE ROTATING RED LIGHTS. WAIT TO HEAR THE DOORS CLOSE AND DROP TO THE FLOOR.

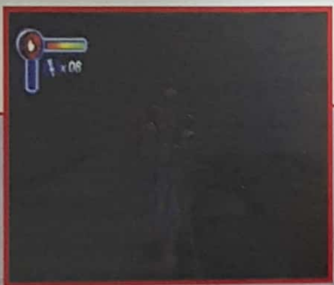
WATCH OUT!

Make sure you're not standing on the blast doors when they open.

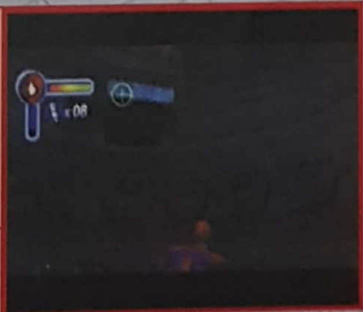




TURN AROUND TO FACE THE OPPOSITE SIDE OF THE SHAFT AND, WHEN THE DOORS CLOSE, RUN (DON'T JUMP) ACROSS. TURN AROUND AND TARGET THE TWO RED BUTTONS (ON EITHER SIDE OF THE LEDGE).





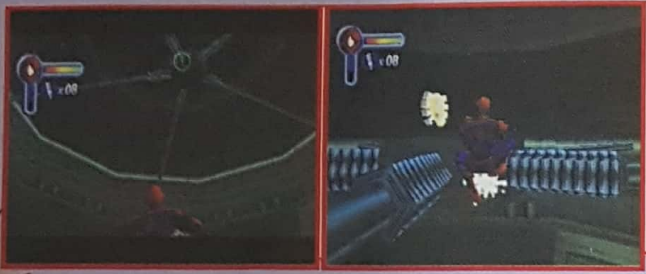



CLIMB TO THE LEDGE AFTER THE LASERS ARE SNUFFED OUT. TURN AROUND AND TARGET ONE OF THE LEDGES ABOVE, THEN JUMP UP TO IT AND TAKE A LOOK UP.

THE NEXT LEVEL OF PLATFORMS IS PROTECTED BY TWO ELECTRICAL TRAPS. FIRST, A LINE OF ELECTRICAL BEAMS SCROLL ACROSS THE SHAFT. SECOND, THE RING BELOW THE LEDGES ELECTRIFIES WHEN THE BEAMS COMPLETE A CYCLE. TO AVOID THE RATHER PAINFUL EFFECTS OF THESE TRAPS, TARGET ONE OF THE LEDGES AND SWING UP AS THE BEAMS CLEAR THE LEDGE. THEN, SCUTTLE QUICKLY ATOP THE LEDGE TO AVOID THE ELECTRIC RING.







LOOK UP TO SEE A VERY SMALL PLATFORM SUSPENDED FROM CABLES. TARGET THE PLATFORM AND SLIDE UP THERE. FOR YOUR TROUBLE YOU RECEIVE AN **ELECTRIC WEB CARTRIDGE**.

PEER UP AND WAIT FOR THE BLAST DOORS TO OPEN BEFORE TARGETING THE RED LIGHT ON THE PLATFORM ABOVE. AGAIN, WAIT FOR THE SOUND OF THE DOORS SLAMMING SHUT AND DROP TO THE FLOOR. RUN ACROSS THE BLAST DOORS WHEN THEY CLOSE AND TURN TO LOOK AT THE PLATFORM ABOVE.





AGAIN, TURN AROUND AND TARGET THE TWIN RED BUTTONS ON EITHER SIDE OF THE PLATFORM TO SHUT OFF THE LASER ARRAY. FOUR DOWN, FOUR TO GO. SWING UP TO THE NOW UNDEFENDED PLATFORM ABOVE.

TURN AROUND IMMEDIATELY AND GROUND THE TRIO OF FLYING DRONES THAT HAVE DESCENDED TO HALT YOUR PROGRESS. WHEN THEY'RE NEUTRALIZED, LOOK UP AND TO THE RIGHT TO SEE ANOTHER PLATFORM. TARGET AND WEB SWING TO IT. GAZE UPWARDS TO SEE ANOTHER ONE OF THOSE ELECTRIC TRAPS. TREAT IT EXACTLY THE SAME AS THE LAST AND GET SAFELY TO ONE OF THE PLATFORMS.





ABOVE YOU IS ANOTHER SMALL, SUSPENDED PLATFORM. ZIP-LINE UP TO IT, CLIMB TOPSIDE, AND ADMINISTER THE **HEALTH PACK**. STARE UP TO THE BLAST DOORS AND WAIT FOR YOUR CHANCE TO JUMP UP TO THE RED, FLASHING LIGHT.



CROSS THE CLOSED BLAST DOORS AND LOOK UP TO TARGET THE NEXT TWO BUTTONS. ONLY TWO MORE TO GO. JUMP UP TO THE NEXT PLATFORM PAST THE NOW DEFUNCT LASERS.

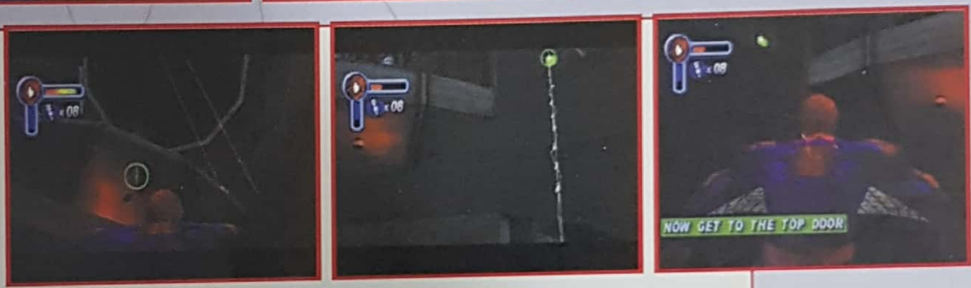
BEFORE MOVING ONWARDS AND UPWARDS, PEER ACROSS THE SHAFT TO SEE A **WEB CARTRIDGE**. NAB IT AND TARGET ONE OF THE PLATFORMS OVER YOUR HEAD (PREFERABLY THE ONE WITH THE RED FLASHING LIGHT).



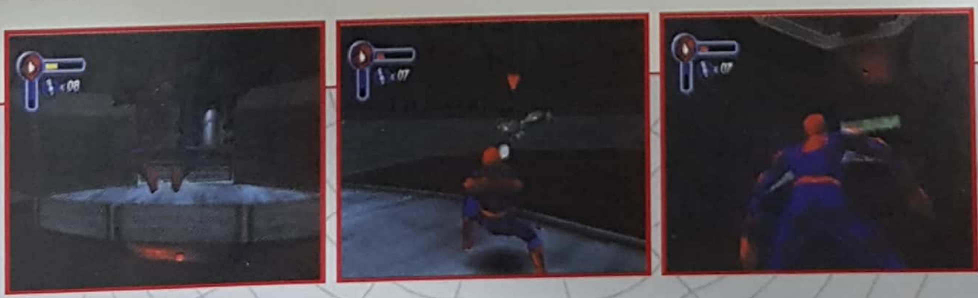
WAIT FOR THE ELECTRICAL TRAP TO RUN ITS COURSE AND FOLLOW THE RED FLASHING LIGHT AGAIN TO A PLATFORM ON THE NEXT LEVEL. CONTINUE UPWARDS TO ANOTHER SUSPENDED PLATFORM. THIS ONE ALSO HAS A **HEALTH PACK,** BUT IT'S HARDER TO REACH.



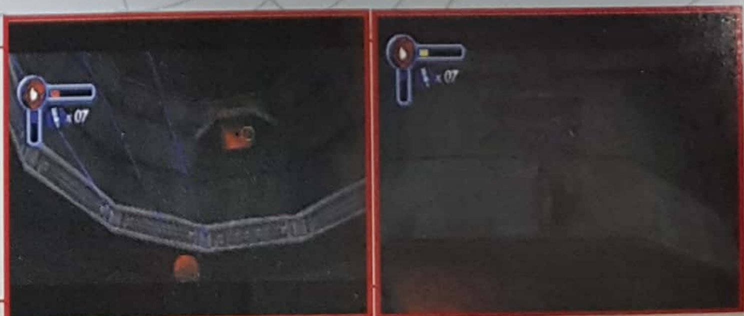
LOOK UP FROM THIS LOCATION; YOU KNOW THE DRILL. BLAST THE DOORS, THE RED LIGHT, CROSS THE DOORS, AND FIRE YOUR WEBBING AT THE LAST TWO BUTTONS.



ACCESS THE LASER PLATFORM AND PREPARE FOR THE FINAL CLIMB. DON'T RELAX TOO LONG OR THE INCOMING SQUADRON OF FLYING DRONES WILL HAVE YOU FOR LUNCH. SOAR UP TO THE RED-LIT PLATFORM.



LOOK BEYOND THE ELECTRICAL TRAP TO A HIGH PLATFORM, AND WEB SWING UP TO IT. SCALE THE PLATFORM TO REACH THE DOOR TO THE LAB.



LEVEL 18: SPIDEY VS. LIZARD

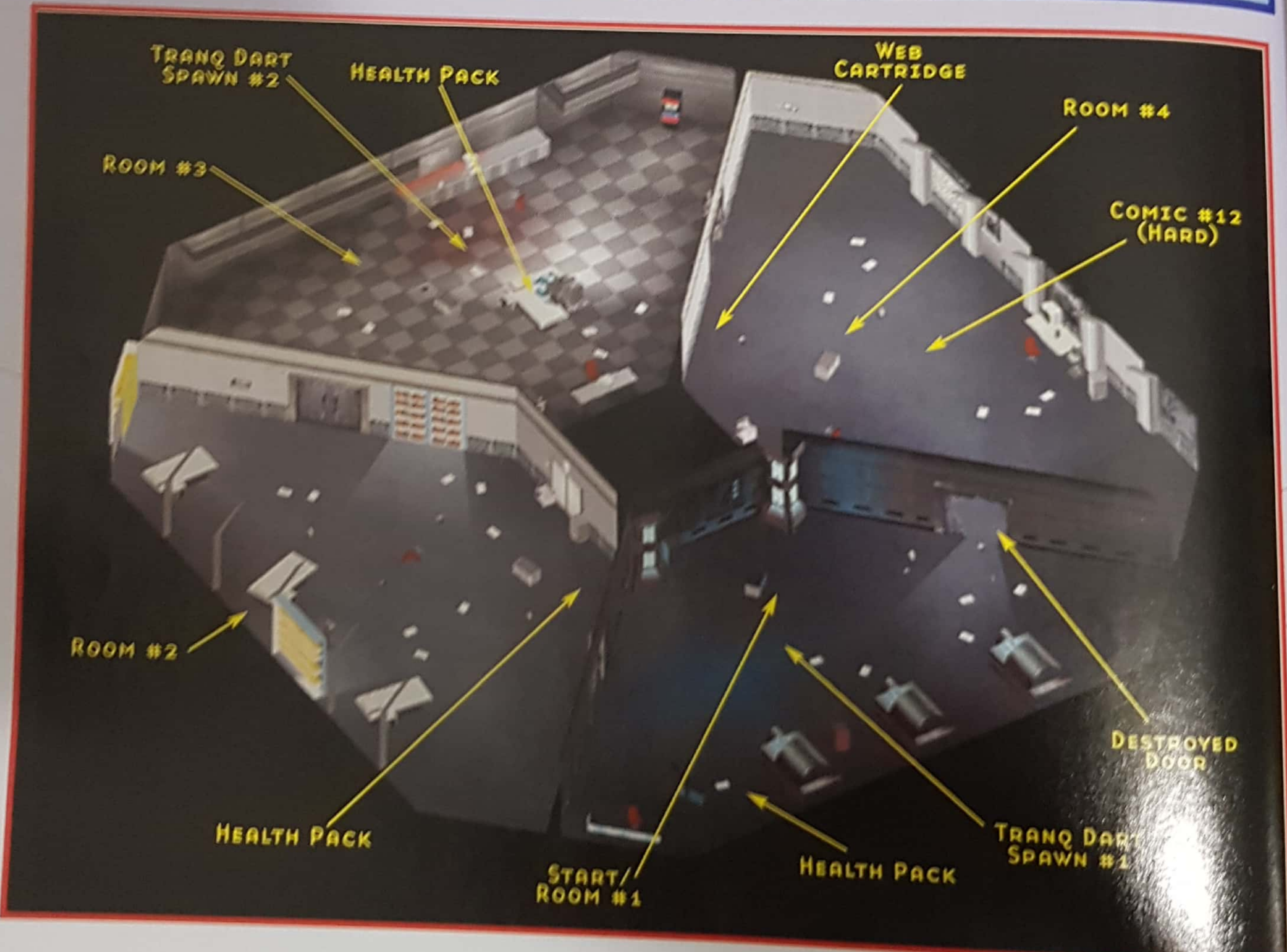
OBJECTIVE

DEFEAT LIZARD.

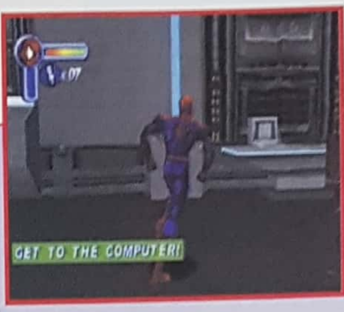
OVERVIEW

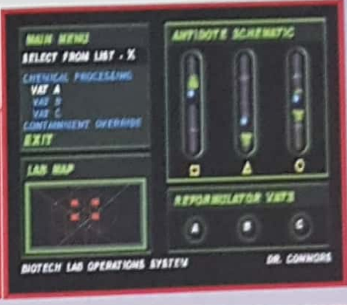
THE MIGHTY LIZARD IS VERY TOUGH, VERY FAST, AND FOLLOWS YOU EVERYWHERE. OH, AND HE'S ALSO INVULNERABLE! YOU MUST FIND A WAY TO CURE HIM BEFORE HE TEARS YOU APART.

ENEMY: LIZARD



BEFORE YOU FACE THE SCALY DR. CONNORS, YOU MUST FIRST DO SOME COMPUTER WORK. AS YOU APPROACH THE TERMINAL IN FRONT OF YOU, A SCREEN POPS UP. SELECT "CHEMICAL PROCESSING" FROM THE MENU, AND THEN CHOOSE "VAT A." TO THE RIGHT, THERE ARE THREE SLIDERS WITH GREEN BANDS. WHEN THE BALLS ENTER THE GREEN BANDS, PRESS THE DESIGNATED BUTTON. WHEN YOU GET ALL THREE BALLS IN THE BANDS, THE "A" UNDER "REFORMULATOR VATS" WILL GLOW GREEN. IF YOU MISS EVEN ONE BALL, IT WILL GLOW RED AND YOU'LL NEED TO START THAT VAT AGAIN.



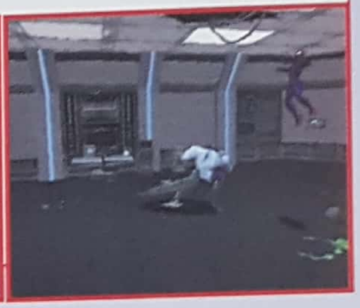


PREPARING THE ANTIDOTE

You must hurry when preparing the antidote. If Lizard gets into the room before you finish, well, you're finished!

REPEAT THE SAME PROCESS FOR VATS B AND C. WHEN ALL THREE REFORMULATOR VAT INDICATORS GLOW GREEN, SELECT "CONTAINMENT OVERRIDE" FROM THE MAIN MENU AND PRESS THE X BUTTON. THIS MAKES THREE OF THE GREEN LIGHTS ON THE "LAB MAP" TURN GREEN. SELECT "EXIT" TO START THE FIGHT.





Boss Fight: Lizard

WHEN LIZARD GIVES YOU THE OLD HEAVE-HO, YOU END UP IN ROOM 1. THINGS OF NOTE IN THIS ROOM INCLUDE THE DANGEROUS ELECTRONIC BEAMS ALONG THE BACK WALL, WHICH YOU SHOULD AVOID, AND A **HEALTH PACK**. IT IS ALSO ONE OF THE TWO LOCATIONS WHERE THE **TRANQ DARTS** APPEAR.







ROOM 2 CONTAINS NOTHING OF INTEREST OTHER THAN ANOTHER **HEALTH PACK.** ROOM 3 IS DECORATED WITH A DANGEROUS ENERGY BEAM IN THE CENTER. A **HEALTH PACK** IS PERCHED DANGEROUSLY IN FRONT OF THE INTERMITTENT BEAM. MAKE SURE THE COAST IS CLEAR BEFORE YOU TRY TO GET IT. ROOM 3 CONTAINS SOME MORE THE **TRANQ DARTS**.

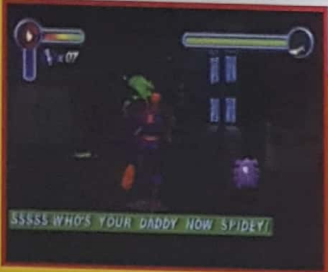
FINDING THE TRANQ DARTS

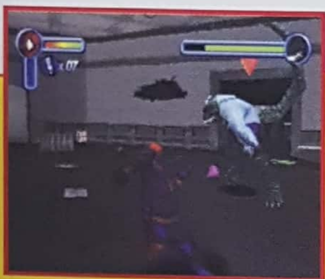
The Tranq Darts alternately respawn in either Room 1 or 3.

ROOM 4 BOASTS NOTHING BUT A **WEB CARTRIDGE**. TAKE NOTE THAT YOU CAN'T PASS FROM ROOM 4 TO ROOM 1.

FIGHTING LIZARD IS NOT DIFFICULT IF YOU KNOW YOUR LIMITATIONS. IN ESSENCE, YOU CAN'T DEFEAT HIM WITHOUT USING THE TRANQ DARTS. IN FACT, YOU CAN'T EVEN HURT HIM UNLESS YOU FIRST HIT HIM WITH A TRANQ DART.

NOTE LIZARD'S SOLID GREEN HEALTH BAR: THIS IS HOW IT LOOKS WHEN HE'S INVULNERABLE. ON THE OTHER HAND, AFTER GETTING HIT WITH A TRANQ DART, THE BAR TURNS MULTICOLORED. FOR REFERENCE, YOUR STOCKPILE OF TRANQ DARTS APPEARS UNDER YOUR WEBBING CARTRIDGES AS PURPLE









Spidey's Insulated Suit Costume

THERE'S AN ALTERNATE WAY TO DEFEAT LIZARD. YOU CAN ONLY SHOOT HIM WITH TRANQ DARTS, WITHOUT FIGHTING HIM IN ANY OTHER WAY. IF YOU CAN SHOOT HIM 15 TIMES (WAIT UNTIL EACH DART WEARS OFF BEFORE FIRING THE NEXT), YOU'LL RETURN DR. CONNORS TO HIS HUMAN FORM. THIS REQUIRES MUCH MORE OF A "HIDE-AND-SEEK" APPROACH THAN THE STANDARD METHOD, BUT THE REWARD IS GREAT. WINNING THIS WAY UNLOCKS THE **INSULATED SUIT COSTUME**.

LIZARD USES HIS REPTILIAN NATURE FOR MOST OF HIS ATTACKS. HE CAN BITE, WHIP YOU WITH HIS TAIL, OR RAKE YOU WITH HIS CLAWS. WHEN FIGHTING IN CLOSE QUARTERS, HE CAN GRAB YOU BY THE HEAD AND HURL YOU ACROSS THE ROOM.



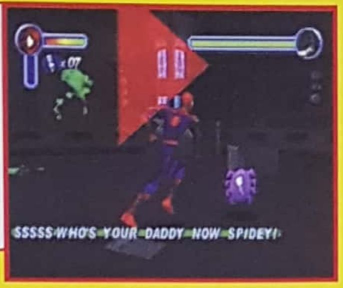






MOST ANNOYING IS THAT HE CAN FOLLOW YOU AS YOU CRAWL AND CLIMB. IN ADDITION, HE'S QUICKER THAN SPIDEY. IF YOU FOLLOW THE STRATEGY CORRECTLY, HOWEVER, YOU WON'T SEE MANY OF THESE ATTACKS.

ONCE YOU GAIN CONTROL OF SPIDEY, YOU SHOULD IMMEDIATELY MOVE BECAUSE THE FIRST **TRANQ DARTS** APPEAR NEARBY. ONCE THEY APPEAR, PICK THEM UP.



ACCURATE SHOOTING

Make your Tranq Dart shots count. The more accurate you are, the faster you can bring down Lizard.

FACE LIZARD AND FIRE A TRANQ DART. IF IT CONNECTS, IT NOT ONLY STUNS AND SLOWS HIM BRIEFLY, BUT IT MAKES HIM TEMPORARILY VULNERABLE TO AN ATTACK. WHEN THIS OCCURS, USE YOUR WEB FISTS AND LET HIM HAVE IT. DON'T GET CARRIED AWAY, THOUGH; AS SOON AS HIS HEALTH BAR RETURNS TO GREEN IN COLOR, GET FAR AWAY.







AFTER USING ALL THREE DARTS, YOU MUST KILL TIME UNTIL THE NEXT ONE RESPAWNS. DASH AND RUN TO AVOID LIZARD UNTIL YOU HEAR THE RESPAWN ANNOUNCEMENT. RUN IMMEDIATELY TO THE SECOND LOCATION (ROOM 4), PICK UP THE TRANQ DARTS, AND START THE PROCESS ALL OVER AGAIN. IF YOU'RE SHARP, YOU CAN DEFEAT LIZARD WITH ONLY THREE SETS OF DARTS.

STOCKPILE YOUR ARSENAL

At times, two sets of Tranq Darts may appear in the area at once and you can collect both sets. You could, therefore, play keep-away for a while and stockpile Darts.

BEWARE OF THE ENERGY BEAMS IN ROOM 1. TOUCH THEM AND YOU'LL END UP A SITTING DUCK FOR A SAVAGE LIZARD ATTACK. LIKEWISE, BE VERY CAREFUL ABOUT THE ENERGY BEAM GUN IN ROOM 3. THE EFFECT IS THE SAME, BUT IT'S EVEN EASIER TO STUMBLE INTO.



AFTER DEFEATING LIZARD INTO SUBMISSION, TAKE A BREATHER AND ENJOY THE VICTORY.



LEVEL 19: THE GAUNTLET

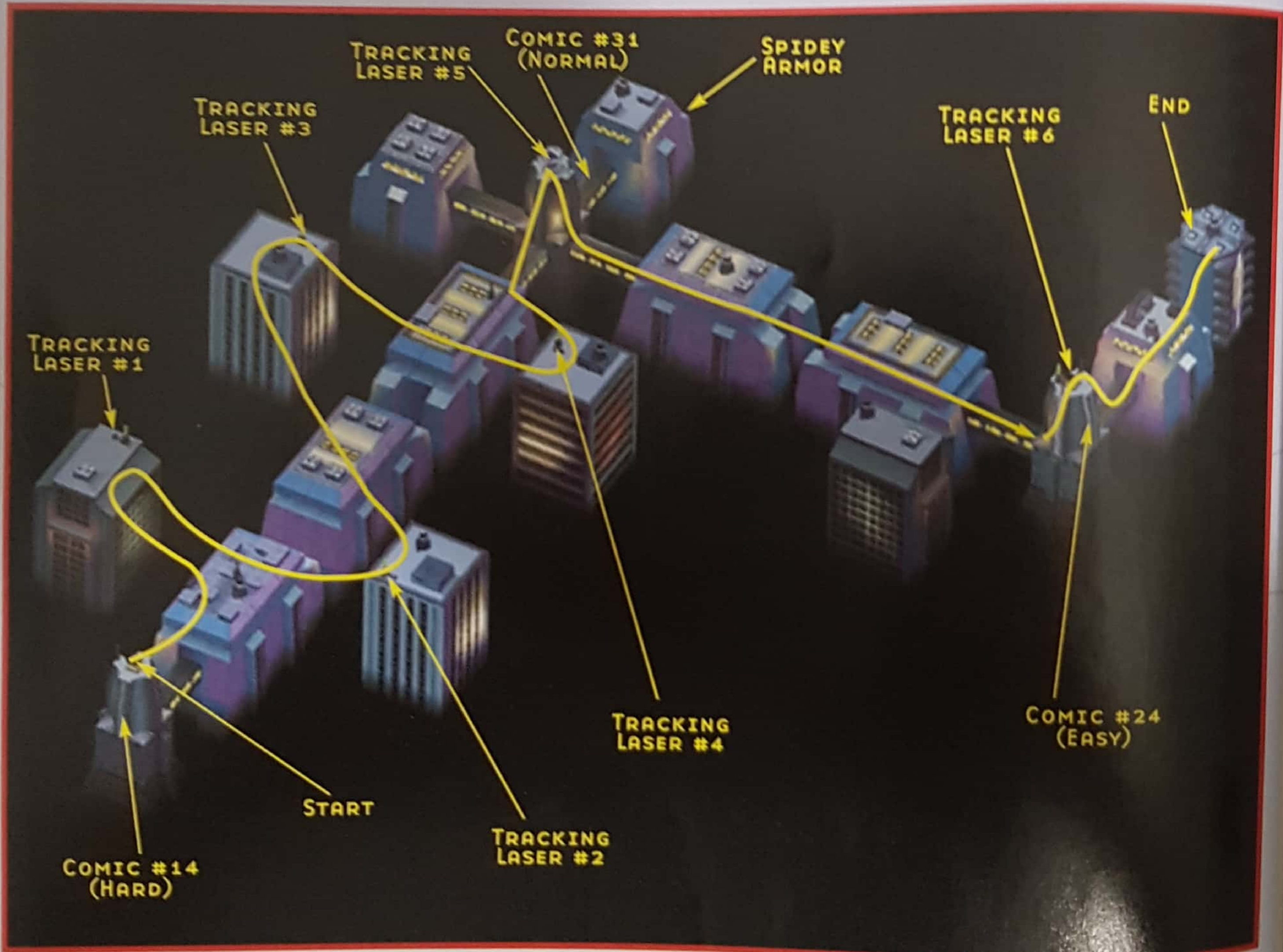
OBJECTIVE

SHUT DOWN ALL SIX TRACKING LASERS CONTROLS AND EXPLORE THE MAP.

OVERVIEW

THE BIG GUNS ARE OUT FOR YOU—LITERALLY. THERE ARE LOTS OF HEAVILY ARMORED LASER GUNS FIRING FROM ALL DIRECTIONS. THERE ARE ALSO SEVERAL DRONE GENERATORS THAT WILL POUR OUT AN INFINITE SWARM OF FLYING DRONES UNLESS YOU SHUT THEM DOWN. MAKE THE TRACKING LASERS YOUR HIGHEST PRIORITY, AND THEN SWEEP BACK THROUGH THE AREA TO GO TREASURE HUNTING.

ENEMY: FLYING DRONES



BEWARE OF THE TRACKING LASERS

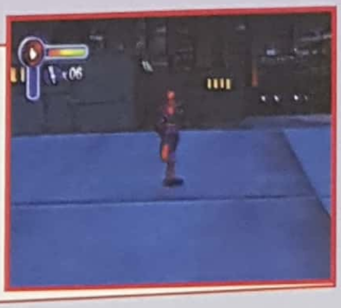
The red lines attached to Spidey are tracking lasers. Once they lock onto him, any of the laser cannons can target him if he's in view. After shutting down all the Tracking Lasers, the cannons cannot target him.

SPIDEY ARMOR FOR THE BRAVE

For the truly bold, there is some Spidey Armor here. It is, however, very difficult to access. Swing directly to and past the matching tower straight ahead. Then go to the building behind it and climb down the back wall to find the **Spidey Armor**.

BEFORE LEAPING OFF THE HIGH TOWER, ELIMINATE THE INCOMING FLYING DRONES. AFTER DOING SO, DROP STRAIGHT DOWN TO FIND A **HEALTH PACK**. CLIMB ALL THE WAY UP THE BUILDING DIRECTLY AHEAD AND TAKE COVER.





HOP UP TO NAB THE **TASER WEB CARTRIDGE** AND DIVE BACK UNDER COVER. THEN DISABLE THE LASER CANNON BY WRAPPING IT IN TASER WEBBING. QUICKLY WHEEL AROUND AND TARGET THE CONTROL PANEL ON THE NEARBY DRONE GENERATOR, AND LAUNCH AN IMPACT WEB TO DESTROY IT AND DISABLE THE GENERATOR.





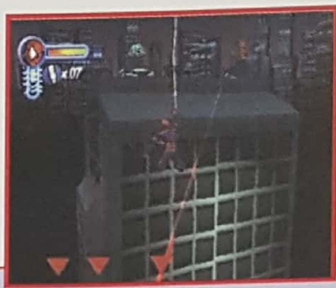


DESTROYING LASER CANNONS

The Laser Cannons here (unlike in previous encounters) are heavily armored. Avoid fighting a lone Laser Cannon in close quarters, because it will make you a sitting duck for the others. The best way to disable them is to wrap them in Taser Webbing. If you don't have Taser Webbing, take cover from the cannons and concentrate on disabling the Tracking Lasers.

Tracking Laser #1

THIS FIRST SECTION OF THE LEVEL CONSISTS OF THREE SIMILAR BUILDINGS IN THE CENTER WITH TWO TALLER BUILDINGS ON EACH SIDE, EACH WITH A TRACKING LASER ON ITS ROOF. SWING FROM THE FIRST OF THE CENTRAL BUILDINGS TO THE FIRST TALL BUILDING ON THE LEFT. CLIMB TO THE TOP AND TAKE COVER FROM THE LASER CANNON (OR DISABLE IT). THEN TARGET THE SWITCH ON THE TRACKING LASER THAT READS "ON", AND FIRE A SHOT OF WEBBING AT IT. THAT TAKES THE FIRST TOWER OFFLINE! PICK UP THE **WEB CARTRIDGE** BEFORE RETURNING TO THE FIRST CENTRAL BUILDING.





ADDED BENEFITS

The lower ledges on the three central buildings, along with the two just like them later in the level, serve two functions. First, they provide a nice place for power-ups. Second, they enable you to move to a place where the Tracking Lasers can't find you.

DROP DOWN TO THE LEDGE THAT RUNS AROUND THE FIRST CENTRAL BUILDING. AS YOU CIRCLE THE BUILDING, YOU'LL FIND A **WEB CARTRIDGE**. RETURN TO THE TOP OF THE BUILDING AND TO FIND A **HEALTH PACK**.





WHERE DO I GO NOW?

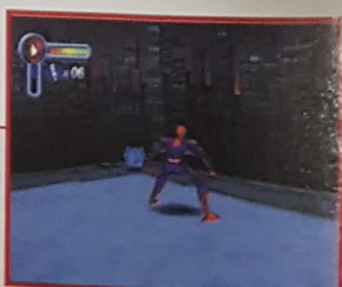
Confused as to where to go next? You'll know which building to go to next, because the next closest Tracking Laser will affix its beam on you.

Tracking Laser #2

SWING TO THE FIRST TALL BUILDING ON THE OTHER SIDE OF THE CENTRAL BUILDINGS. IMMEDIATELY TAKE COVER AND DISABLE THE DRONE GENERATOR. PICK UP THE **WEB CARTRIDGE** AND THE **HEALTH PACK**, AND HEAD FOR THE SECOND TRACKING LASER.



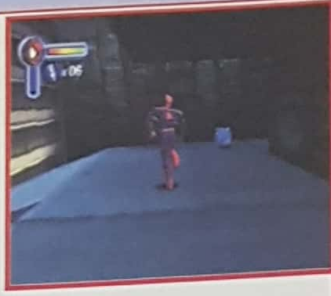




Tracking Laser #3

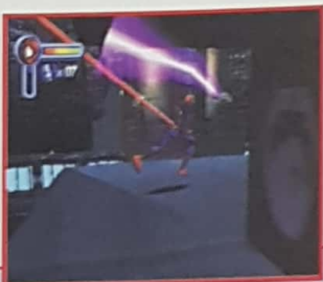
SWING OVER TO THE LOW BUILDING WITH THE LONE YELLOW SKYLIGHT. DROP DOWN TO THE LOWER LEDGE TO FIND A **HEALTH PACK** AND A **WEB CARTRIDGE.**





SOAR OVER TO THE LOW BUILDING WITH THREE YELLOW SKYLIGHTS AND DROP DOWN TO INSPECT THE LOWER LEDGE. PICK UP A **HEALTH PACK**. AS YOU CIRCLE THE FAR END, WATCH OUT FOR THE TWIN LASER CANNONS ON THE FAR TOWER. RETURN TO THE TOP AND GO TO THE SECOND TALL BUILDING ON THE LEFT SIDE.





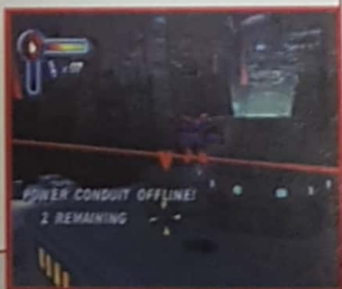

FIND SOME COVER FROM THE LASER CANNON AND DISABLE THE GENERATOR. THEN GRAB THE **WEB CARTRIDGE** AND TURN OFF THE POWER TO DISABLE THE THIRD TRACKING LASER. YOU'RE HALFWAY THERE!




Tracking Laser #4

SWING BACK TO THE THIRD CENTRAL BUILDING AND IMMEDIATELY TO THE SECOND TALL BUILDING ON THE OTHER SIDE. THERE ISN'T A LASER CANNON HERE, SO SHUT DOWN THE FOURTH TRACKING LASER.





Tracking Laser #5

RETURN TO THE THIRD CENTRAL BUILDING AND SWING TO THE LARGE TOWER WITH THE SATELLITE DISH ON ITS ROOF. SCRAMBLE TO THE TOP AND TURN OFF THE POWER TO THE FIFTH TRACKING LASER.





RETURN FOR THE POWER-UPS

The buildings that branch off this tower to the north and west (as you look at the switch) are full of power-ups. Given the abundance of Laser Cannons here, you're taking a risk if you decide to collect them. Return to this location after the sixth and final Tracking Laser is shut down.

Tracking Laser #6

TURN TO THE RIGHT FROM THE SWITCH AND LOOK AHEAD TO ANOTHER ROW OF TWO OF THE LOW BUILDINGS. THE BUILDING WITH THE LONE YELLOW SKYLIGHT IS YOUR NEXT DESTINATION. TO ACCESS IT, CROSS VIA THE LOWER LEDGE. THERE ARE NO POWER-UPS DOWN THERE, BUT YOU CAN AVOID LASER FIRE.



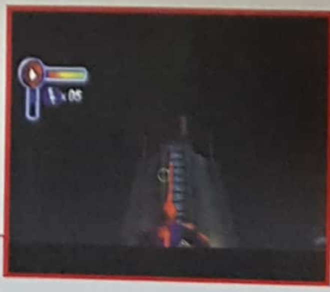


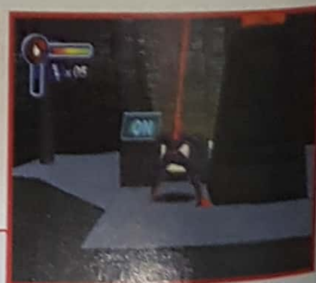
MORE HEALTH

There's a **Health Pack** on top of the second low building, but you can get it when you return.

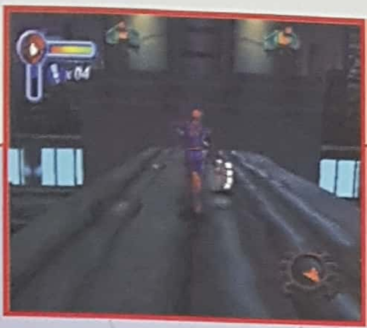
JUMP TO THE SECOND LOW BUILDING AND CROSS IT USING ITS LOWER LEDGE. THERE IS ANOTHER TOWER AT THE FAR END. SWING UP TO THE TOP TO FIND THE SIXTH AND LAST TRACKING LASER. SHUT IT DOWN.







YOU CAN NOW BACKTRACK TO PICK UP SOME POWER-UPS. THE LASER CANNONS ARE NOW DISABLED, BUT YOU MUST STILL FEND OFF FLYING DRONES AND KNOCK OUT A FEW GENERATORS. IF YOU DECIDE TO SEARCH FOR THE POWER-UPS, YOU'LL FIND SEVERAL **HEALTH PACKS** AND **WEB CARTRIDGES** AND THREE **TASER WEB CARTRIDGES**. AFTER EXPLORING AROUND THE SECOND TOWER, RETURN TO THE THIRD TOWER.





WHEN YOU RETURN TO THE TOWER, YOU'LL FIND A **WEB CARTRIDGE** WAITING FOR YOU. TURN TO THE LEFT AND SWING TO THE ADJACENT BUILDING WITH THE YELLOW WINDOWS.









DISABLE THE GENERATOR ON THE ROOF, AND CLIMB THE PIPES FOR ANOTHER **HEALTH PACK**. SWING TO THE NEXT BUILDING AND THIS HIGH-RISE QUEST DRAWS TO AN EXHAUSTED CLOSE.

LEVEL 20: SPIDEY VS. SANDMAN AGAIN

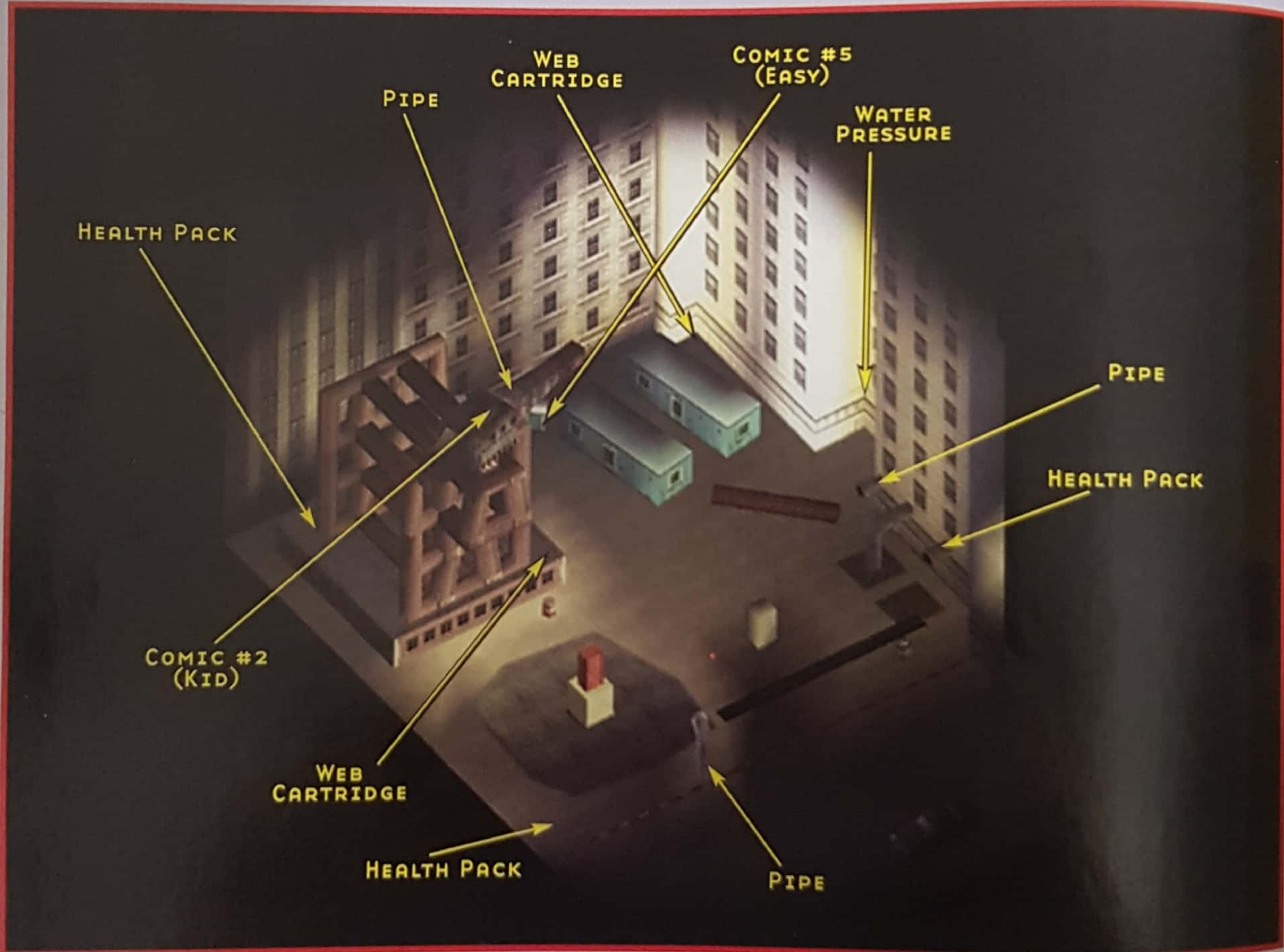
OBJECTIVE

DEFEAT SANDMAN.

OVERVIEW

SANDMAN'S STRENGTH HAS RETURNED AND NOW HE'S TOUGHER THAN EVER! YOU MUST FIND A WAY TO WEAKEN HIM BEFORE YOU CAN INFLICT ANY SIGNIFICANT DAMAGE. THERE'S ONE THING THAT RENDERS SAND WEAK—WATER.

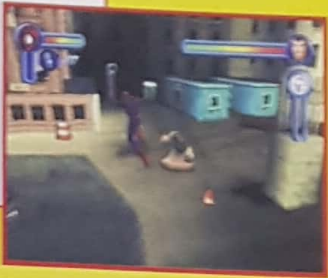
ENEMY: SANDMAN



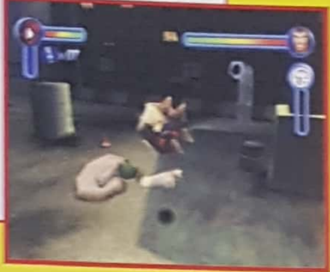
Boss Fight: Sandman



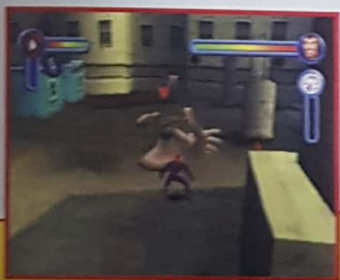
GET OFF THE GROUND AND ON YOUR FEET. THE SAFEST PLACE IS IN THE AIR AGAINST SANDMAN'S ARRAY OF ATTACKS.



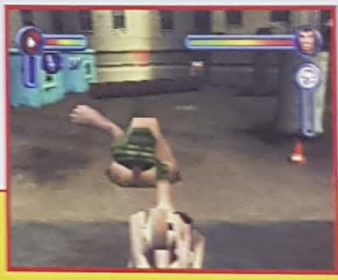
SANDMAN CAN TRANSFORM HIS ARM INTO A GIANT SPIKED HAMMER, WHICH CAUSES BIG DAMAGE. WHEN YOU SEE IT COMING, QUICKLY MOVE OUT OF THE WAY.



SANDMAN'S MOST PERILOUS ATTACK IS HIS DOUBLE-FISTED SLAM. NOT ONLY CAN SANDMAN GRAB YOU AND SMASH YOU INTO THE GROUND, BUT HE CAN ALSO SNATCH YOU OUT OF THE AIR OR EXTEND HIS ARM TO CATCH YOU AS YOU ATTEMPT TO ESCAPE. THE MOST RELIABLE ESCAPE METHOD IS A WELL-TIMED WEB SWING.





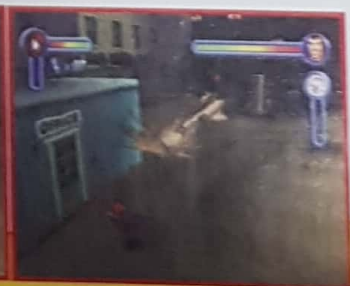


BEWARE THE SANDMAN

Remember that Sandman can move around the area by disintegrating and then materializing where you currently stand. It takes a moment to materialize, plus there is a warning as to where he will arrive. Just look for a pile of sand emerging from the ground.

JUST BECAUSE YOU'RE FAR AWAY DOESN'T MEAN YOU'RE SAFE. IF SANDMAN HAS A CLEAR PATH TO YOU, HE CAN EXECUTE A CRUSHING RUSH OF SAND TO YOUR CURRENT LOCATION.





WHEN FIGHTING AT CLOSE RANGE, SANDMAN REARS BACK AND BRINGS BOTH FISTS DOWN WITH A RESOUNDING KA-BOOM!



LOOKING FOR SAFETY?

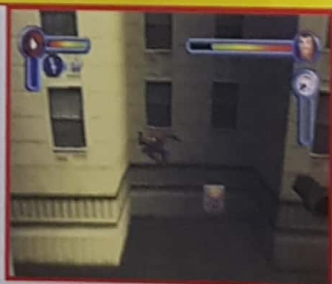
You'd think that climbing walls and buildings would provide a moment of safety. You'd be wrong. Sandman can pound any surface, forcing you back to the ground. If you need to retreat to high ground, keep moving.

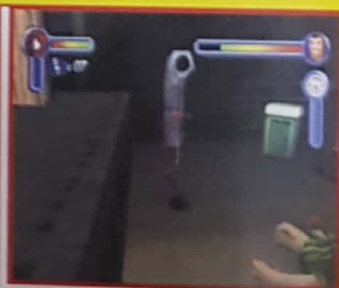


DROP TO THE GROUND AND FIND THE VALVE MARKED "WATER PRESSURE." TO MAKE THE PRESSURE INSIDE BUILD, ACTIVATE IT OR SHOOT SOME WEBBING AT IT. THE WATER PRESSURE REACHES FULL WHEN THE VERTICAL BLUE STATUS BAR REACHES THE TOP. YOU CAN'T USE THE WATER PIPES UNTIL THE PRESSURE IS AT FULL.

WATER AND SAND DON'T MIX

It takes some practice to know where the water streams will land when you open the valves on the water pipes. Basically, you must know where the water will land so you can lead Sandman to the appropriate location. Trial and error is, unfortunately, the only teacher of this lesson.



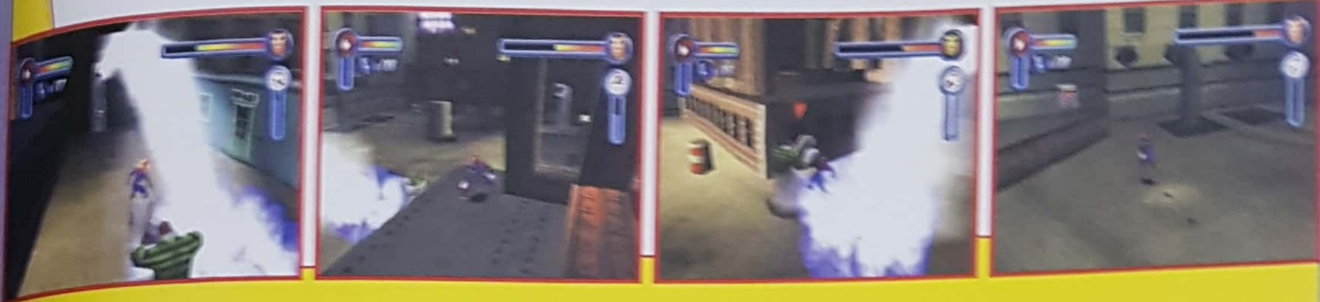


FLEE UNTIL THE WATER PRESSURE MOUNTS AND ATTEMPT TO GET SANDMAN INTO POSITION FOR THE WATER FLOW. FIND ANY OF THE THREE WATER PIPES AND LURE SANDMAN INTO ITS PATH. WHEN HE'S IN POSITION, TARGET THE VALVE AND FIRE SOME WEBBING TO OPEN IT.

LEADING A SANDMAN TO WATER

Even if Sandman isn't in the direct path of the water, you can still lead him into it. He'll walk right into the steam if you stand near it.

WHEN SANDMAN MAKES CONTACT WITH THE WATER, HE BECOMES TEMPORARILY IMMOBILIZED AND VULNERABLE. SPIN SOME WEB FISTS AND GO CRAZY ON HIM! WHEN HE SINKS INTO THE GROUND, RETURN TO THE WATER PRESSURE VALVE AND START THE PROCESS OVER AGAIN. IT TAKES SEVERAL SUCCESSFUL SHOTS TO WIN THIS BATTLE.



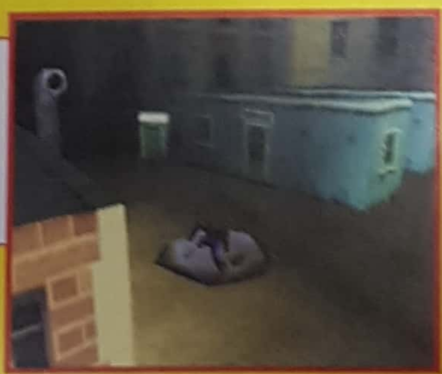
YOU CAN FIND SOME FIRST AID IN THE FORM OF THREE **HEALTH PACKS**. THEY'RE LOCATED ON TOP OF A PIPE ON THE SAME WALL AS THE PRESSURE VALVE, IN THE CORNER ALONG THE FENCE, AND ON THE FOUNDATION OF THE BUILDING THAT IS UNDER CONSTRUCTION.





LIKEWISE, YOU CAN FIND **WEB CARTRIDGES** IN THE CORNER BEHIND THE MOBILE OFFICE AND ON THE BUILDING FOUNDATION.

AFTER SOAKING AND SOCKING SANDMAN INTO SUBMISSION, HE FINALLY MELTS INTO THE GROUND.



LEVEL 21: KONICHI-WA SPIDER-SAN

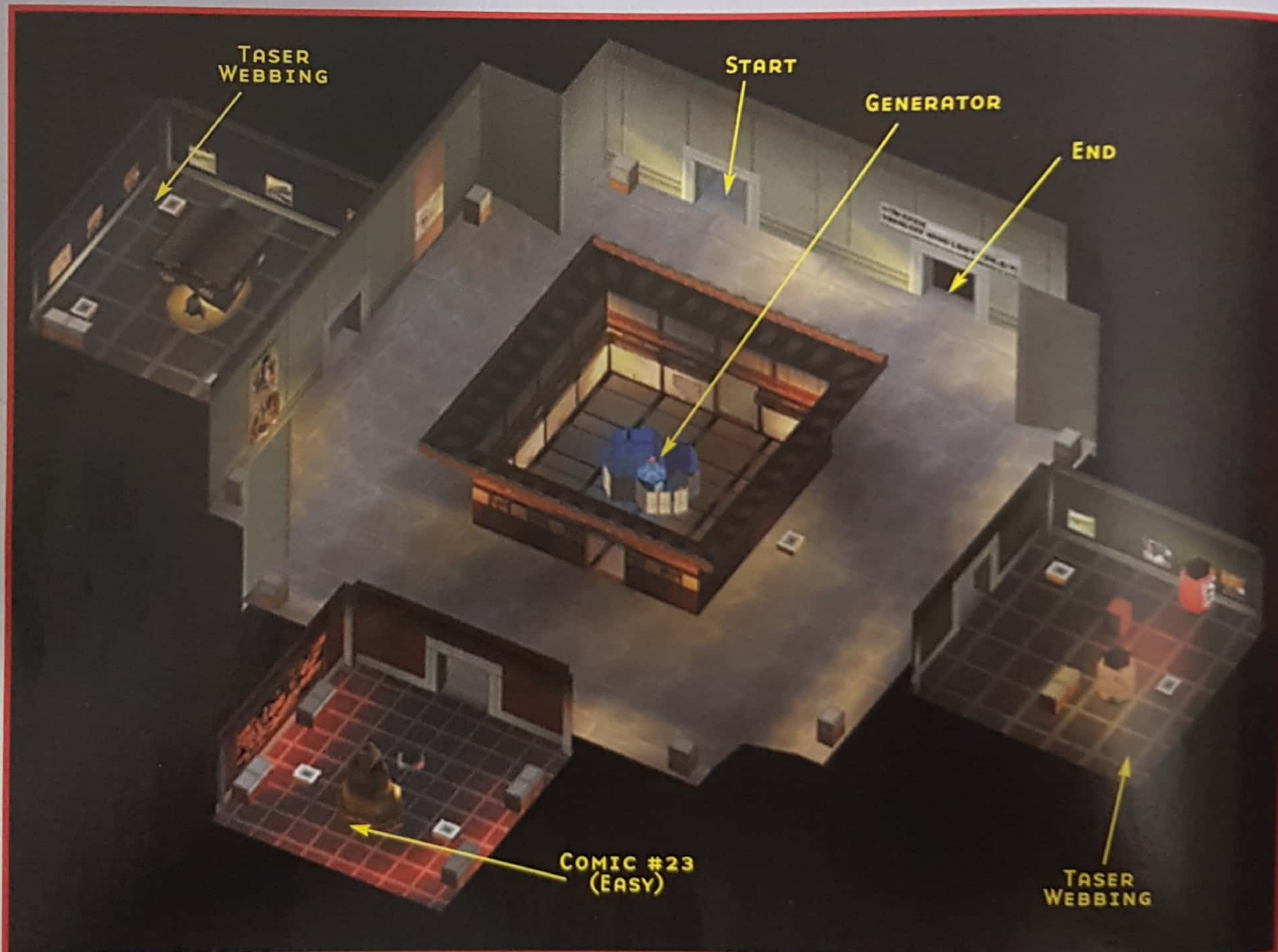
OBJECTIVE

FIND AND SHUT DOWN THE GENERATOR PROJECTING THE ENERGY SHIELD.

OVERVIEW

YOU WOULD THINK THAT A STROLL THROUGH THE MUSEUM WOULD BE STRESS-FREE. YOU'D BE WRONG! NOT ONLY DO YOU GET ATTACKED BY EXHIBITS-COME-TO-LIFE, BUT A POTENT ENERGY FIELD BLOCKS YOUR PATH. FIND THE SOURCE AND THROW A MONKEY WRENCH INTO THE PLAN.

ENEMIES: ANIMATRONIC SAMURAI



UNLESS YOU HAVE SOME TASER WEBBING AVAILABLE, IMMEDIATELY DON WEB FISTS AND DUKE IT OUT WITH A PAIR OF SAMURAI. YOU MUST WORK QUICKLY, BECAUSE THEY CAN TAKE A LOT OF PUNISHMENT AND DISH IT OUT QUICKLY USING ELECTRIC SWORDS.





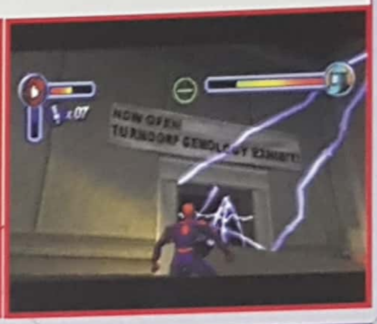


WATCH WHERE YOU JUMP

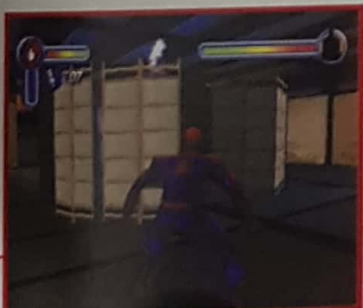
You must be very careful in this area. If you jump too high, you'll receive a shock from the electricity traveling along the ceiling.

AFTER DISPOSING OF THE SAMURAI, YOU MAY NOTICE SOMETHING ODD. UNLIKE EVERY OTHER ENEMY YOU'VE FOUGHT, THE SAMURAI BODIES DON'T DISAPPEAR. INTERESTING... LEAVE THEM WHERE THEY ARE FOR NOW. LOOK TO THE LEFT OF WHERE YOU BEGAN THE LEVEL TO FIND A **HEALTH PACK**. MAKE NOTE, THOUGH, THAT A DANGEROUS ELECTRICAL FIELD BLOCKS THE DOORWAY TO THE GEMOLOGY EXHIBIT. YOU NEED TO BRING DOWN THAT FIELD.





TAKE A LOOK INSIDE THE CENTRAL ROOM. A PAPER SCREEN HIDES SOMETHING, ALTHOUGH NOT VERY WELL. PUNCH THE SCREEN TO REVEAL THE GENERATOR. SINCE TOUCHING IT IS OUT OF THE QUESTION, YOU HAD BETTER FIND SOMETHING TO THROW AT IT.

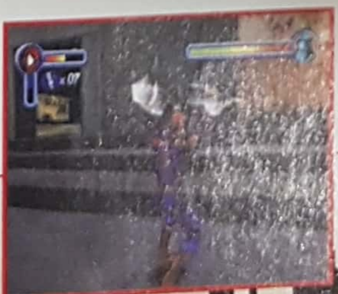




DESTROYING THE GENERATOR

Note that the generator's health bar appears to the right. It looks like you must find a way to inflict damage upon it gradually, rather than just destroying it outright.

YOU CAN'T LIFT ANY OF THE EXHIBITS, BUT YOU CAN LIFT THE SAMURAI! PICK UP BOTH OF THE SAMURAI BODIES AND THROW THEM AT THE GENERATOR. THAT SHOULD BRING THE GENERATOR'S HEALTH DOWN BY ABOUT ONE-FOURTH.







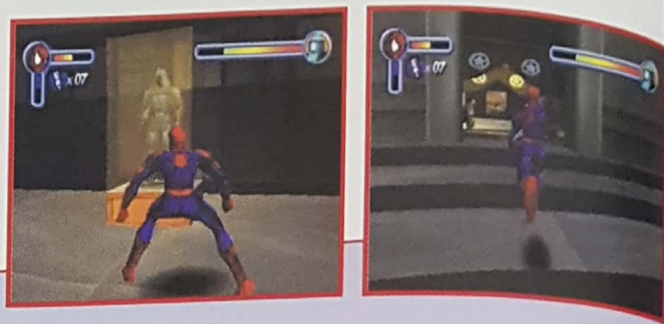
MORE SAMURAI

The two Samurai around the central building, unlike the others you encounter, won't spring to life when you approach. You should only engage them if you need more fodder for the generator.

DEFEATING SAMURAI

The Samurai are very tough to defeat, but they have a weakness. You can eliminate them with one shot of Impact Webbing or Taser Webbing. This makes very quick work of them.

GO AROUND THE RIGHT SIDE OF THE CENTRAL BUILDING. HOWEVER, BEFORE HEADING INTO THE DOORWAY ON THE RIGHT, LOOK AT—BUT DON'T TOUCH—THE GLASS CASE CONTAINING AN INACTIVE SAMURAI. TAKE NOTE OF THE **HEALTH PACK** NEARBY AND PROCEED INTO THE DOORWAY.



AS YOU ENTER, TWO SAMURAI BURST FROM THEIR DISPLAY CASES. RACE ACROSS THE ROOM AND PICK UP THE **TASER WEB CARTRIDGE**, AND THEN CHALLENGE THE SAMURAI.



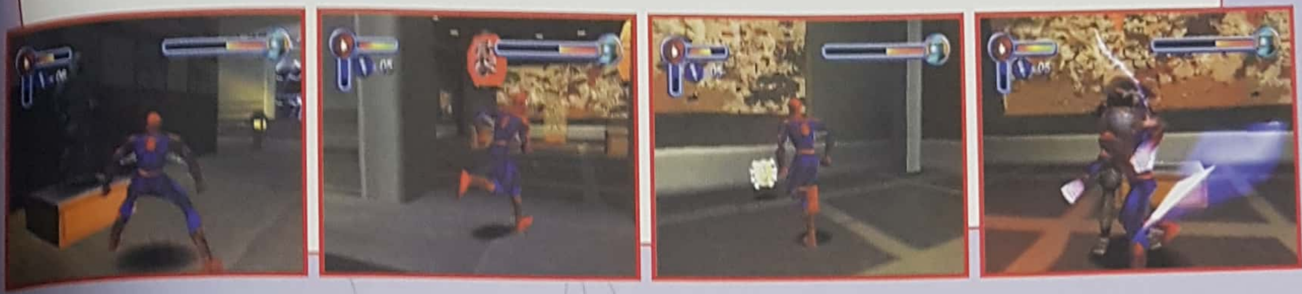
PICK UP THE TOASTED SHELLS OF THE SAMURAI AND SHUTTLE THEM TO THE CENTRAL ROOM. THROW THEM AT THE GENERATOR TO DEPLETE ITS HEALTH BAR EVEN MORE.



GO STRAIGHT OUT THE BACK DOOR OF THE CENTRAL ROOM, AND HEAD INTO THE DISPLAY ROOM ALONG THE FAR WALL. (IT'S THE ROOM WITH THE BIG, GOLD BUDDHA INSIDE.) DISPOSE OF THE TWO SAMURAI AND TOSS THEM AT THE GENERATOR.



JOURNEY TO THE LAST OF THE THREE ROOMS. EN ROUTE, NOTE THE SECOND SAMURAI OUTSIDE THE CENTRAL BUILDING. VENTURE INTO THE DISPLAY ROOM WITH THE LARGE, RED LANTERNS, RUSH TO GRAB THE **TASER WEB CARTRIDGE**, AND DROP TWO MORE OF THE MECHANICAL WARRIORS. TAKE THEM BACK TO THE GENERATOR.



IF THE LAST TWO SAMURAI DON'T DESTROY THE GENERATOR, FIND ONE (OR BOTH) OF THE EMERGENCY-RESERVE SAMURAI. YOU CAN "FREE" THEM BY PUNCHING THE GLASS. WHEN THE GENERATOR IS IN RUINS, SPIDEY ZOOMS THROUGH THE UNPROTECTED DOORWAY TO TAKE ON THE NEXT CHALLENGE.





STILL NOT ENOUGH?

If you destroy all of the Samurai and still can't destroy the generator, three new Samurai will emerge from the door through which you entered. This process will continue until you destroy the generator.

LEVEL 22: ROCK OF AGES

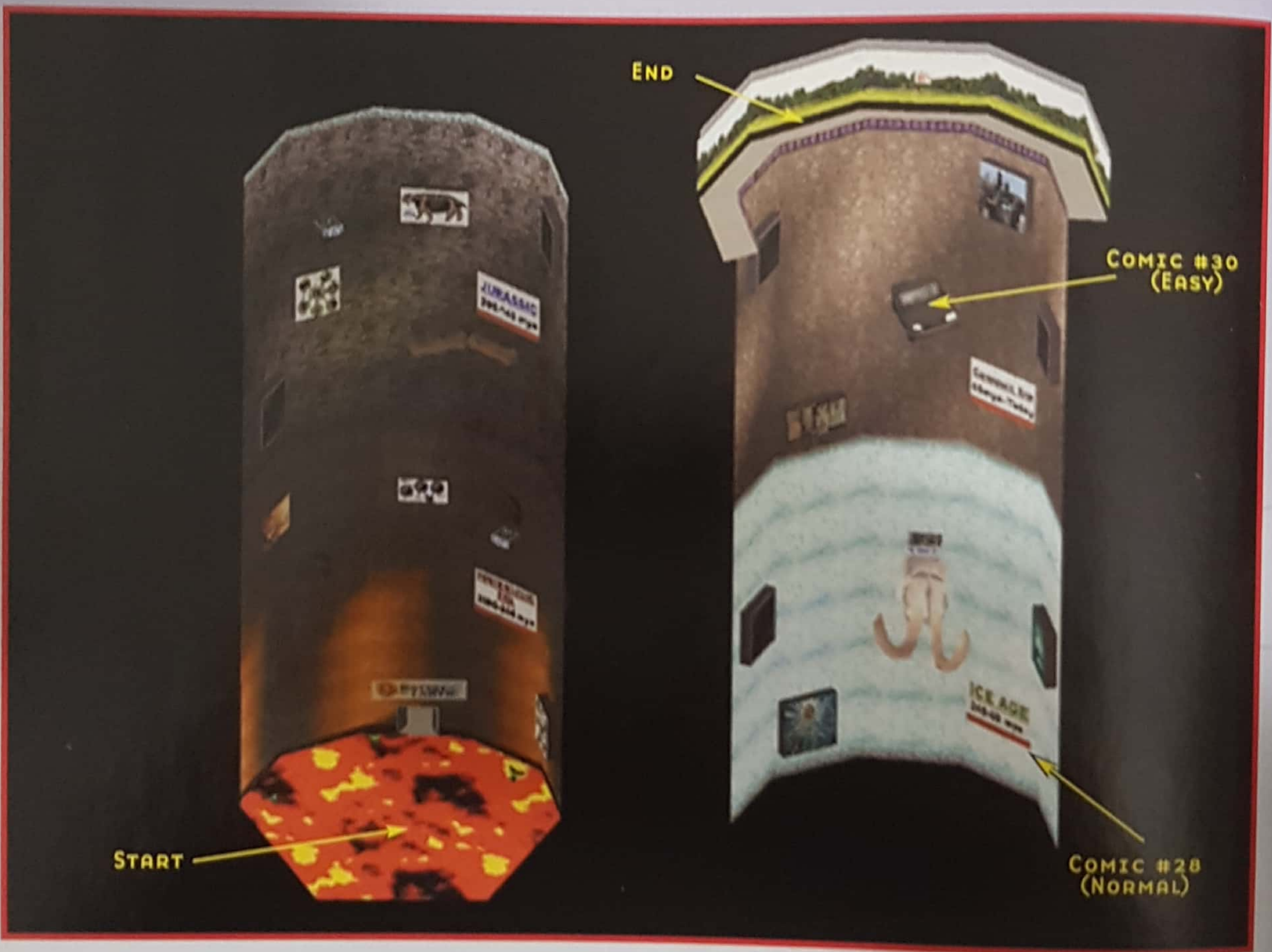
OBJECTIVE

GET TO THE TOP OF THE EXHIBIT HALL.

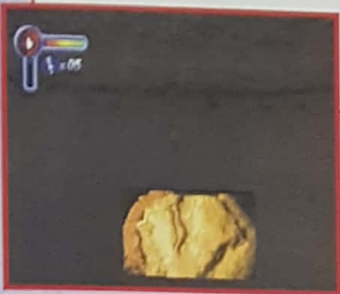
OVERVIEW

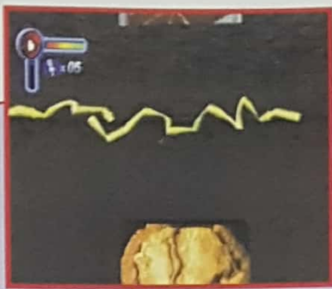
THE MUSEUM HAS A NICE EXHIBIT. TOO BAD ELECTRO HAS ELECTRIFIED IT! THE WHOLE THING IS ONE BIG TRAP AND YOU NEED TO GET PAST IT. IT TAKES PATIENCE, PLANNING, SKILL, BUT NOTHING A SUPERHERO CAN'T HANDLE.

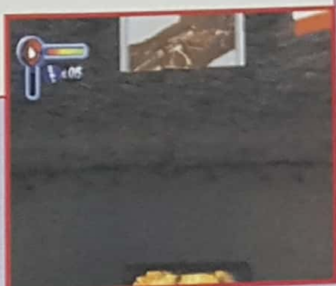
ENEMIES: NONE



AS YOU SCALE THE MUSEUM TOWER, THERE ARE TWO PRIMARY HAZARDS YOU MUST AVOID. THE FIRST HAZARD IS THE LIGHTNING RINGS, WHICH TAKES THE FORM OF ELECTRICITY AS IT CYCLES AROUND DARKER BANDS OF THE WALLS. WHEN YOU SEE AN ELECTRICAL CHARGE GO BY, YOU HAVE BUT A FEW SECONDS TO GET PAST THE RING BEFORE IT RETURNS.



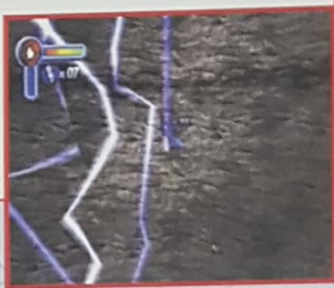






THE SECOND HAZARD IS THE LIGHTNING CASCADE, WHICH IS A MASSIVE CHARGE OF ELECTRICITY THAT FLOWS DOWN A WALL. IF YOU'RE STRUCK BY IT, YOU'LL PLUMMET TO THE BOTTOM. YOUR SPIDER SENSE WILL KICK INTO GEAR BEFORE THE LIGHTNING CASCADE APPEARS.

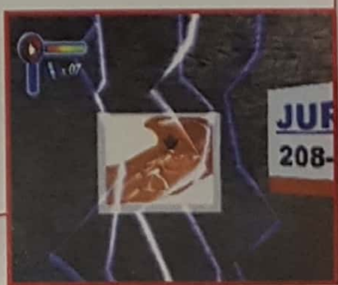






TO AVOID THE LIGHTNING CASCADE, YOU CAN IMMEDIATELY DISENGAGE FROM THE WALL AND SWING TO THE OPPOSITE SIDE. SINCE THE LIGHTNING CASCADE TARGETS ONLY YOUR CURRENT POSITION, IT'S BEST TO IMMEDIATELY MOVE. YOU CAN ALSO TURN AND CRAWL LATERALLY UNTIL THE CHARGE PASSES. YOU CAN ALSO AVOID ITS WRATH BY TAKING COVER IN RECESSED NOOKS IN THE WALL.





THE GREATEST DANGER YOU FACE IS FALLING. TO AVOID THIS POTENTIAL HAZARD, ALWAYS KEEP A PLATFORM BELOW YOU AS YOU CLIMB. FIND A PICTURE, FOR EXAMPLE, AND CRAWL STRAIGHT UP FROM IT. THEN IF YOU GET ELECTROCUTED, YOU'LL ONLY FALL AS FAR AS THE NEAREST PLATFORM.



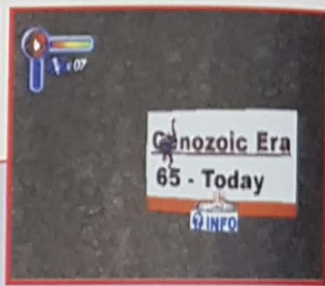
ALTERNATE METHOD

If you're quick enough, you can climb the tower by targeting and web-swinging. Although you can travel further and faster with this method, the risk is much higher.

YOU WON'T SPEND MUCH WEB FLUID DURING THIS CLIMB, BUT YOU MAY NEED TO INVIGORATE YOUR HEALTH. THERE ARE THREE **HEALTH PACKS** LOCATED ON INFO SCREENS ALONG THE WALLS.











WHEN YOU REACH THE TOP, SCRAMBLE OVER THE RAIL AND YOUR PERILOUS CLIMB ENDS. WHERE'S ELECTRO!?!

LEVEL 23: SPIDEY VS. ELECTRO

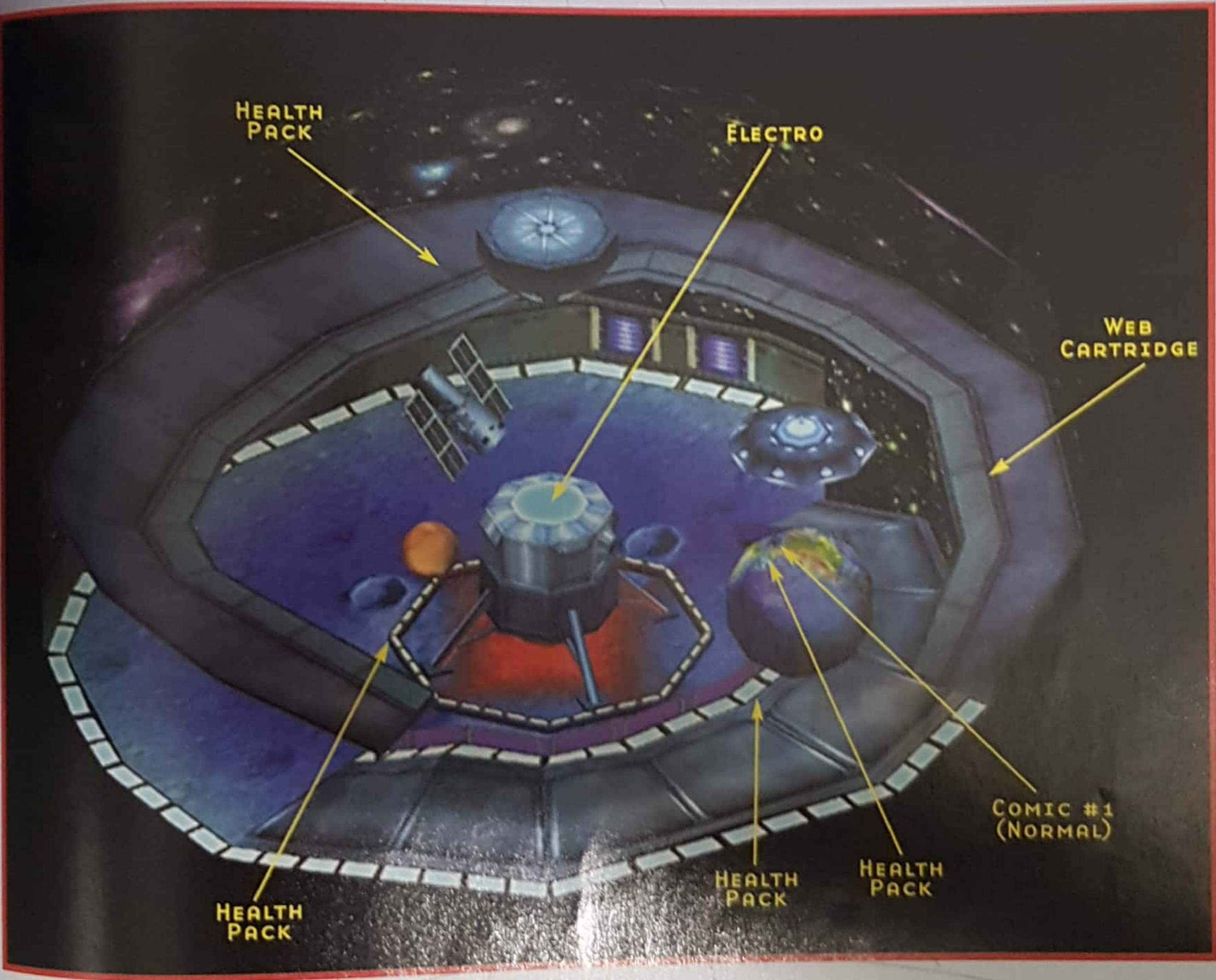
OBJECTIVE

DEFEAT ELECTRO.

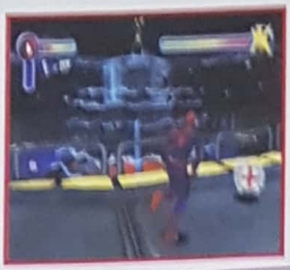
OVERVIEW

ELECTRO HAS TAKEN UP AN OFFENSIVE POSITION IN THE CENTER OF THE MUSEUM'S OBSERVATORY, AND CONVERTED THE NORMALLY BENIGN EXHIBITS FOR HIS NEFARIOUS PURPOSES. SINCE ATTACKING HIM FROM AFAR IS ALL BUT FUTILE, YOU NEED TO GET UP CLOSE AND PERSONAL.

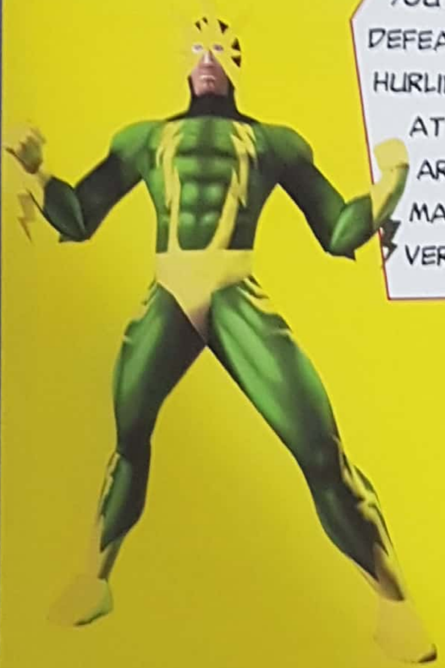
ENEMY: ELECTRO



THIS IS A PUNISHING BATTLE. TO THAT END, ALL THE POWER-UPS IN THIS AREA RESPAWN AFTER A SHORT INTERVAL. YOU CAN FIND **HEALTH PACKS** AT THE BASE OF THE CENTRAL PLATFORM, ON THE LOWEST LEVEL OF THE WALKWAY, ON THE SECOND LEVEL OF THE WALKWAY, AND ON TOP OF THE PLANET EARTH HANGING HIGH ABOVE THE FLOOR. YOU CAN ALSO FIND A **WEB CARTRIDGE** ON THE WALKWAY NEXT TO THE FLYING SAUCER.


Boss Fight: Electro



YOU CAN ATTEMPT TO DEFEAT ELECTRO BY HURLING IMPACT WEBS AT HIM, BUT HIS ARRAY OF ASSAULTS MAKES THIS VERY, VERY UNWISE.






WHEN ELECTRO STANDS ON THE CENTRAL PLATFORM, HE SPENDS MOST OF HIS TIME HURLING LIGHTNING BOLTS IN YOUR DIRECTION. THESE CAN KNOCK YOU OFF YOUR FEET AND CAUSE BIG DAMAGE.

IF YOU TOUCH THE ELECTRICAL FIELD AROUND THE PLATFORM, YOU'LL RECEIVE QUITE A SHOCK. THIS MAKES JUMPING ONTO THE PLATFORM NEARLY IMPOSSIBLE, SO YOU MUST FIND ANOTHER WAY TO GET TO ELECTRO. IF YOU PAUSE FOR EVEN A MOMENT WHEN ELECTRO FLOATS ABOVE HIS PLATFORM, YOU'LL GET THE SHOCK OF YOUR LIFE FROM THIS EXPLOSIVE LIGHTNING.

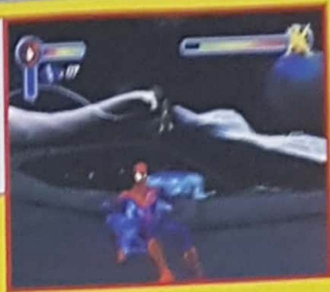






WHILE ON THE WALKWAYS, ELECTRO FREQUENTLY RISES UP FROM HIS PLATFORM AND HARNESSES ONE OF THE DECORATIVE OBJECTS AROUND THE ROOM. HE THEN SWINGS THEM AROUND THE PERIMETER OF THE ROOM. USE YOUR WEB ZIP-LINE OR JUMP DOWN TO A LOWER LEVEL TO ESCAPE HARM'S WAY.

EVEN WHEN ELECTRO LEVITATES, HE OCCASIONALLY UNLEASHES SPINNING LIGHTNING. THIS ATTACK EMITS POWERFUL BOLTS FROM HIS OUTSTRETCHED HANDS AS HE RAPIDLY SPINS IN PLACE. AGAIN, THE WEB ZIP-LINE IS YOUR BEST DEFENSE.



THE MOST EFFECTIVE ATTACK METHOD IS TO FIGHT ELECTRO HAND-TO-HAND. THE PROBLEM, HOWEVER, IS GETTING CLOSE ENOUGH TO DO SO. GET UP TO THE HIGH WALKWAYS AND MOVE AROUND UNTIL ELECTRO GRABS ONE OF THE ROOM'S DECORATIONS. THIS IS THE BEST TIME TO ATTACK, BECAUSE ONCE HE'S COMMITTED TO THIS ATTACK HE MUST FINISH IT. HE CAN'T BREAK OFF AND ATTACK YOU IN A MORE TARGETED WAY.



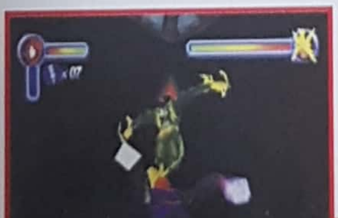


DON'T FORGET THE POWER-UPS

Remember to circle the room frequently for Health Packs and Web Cartridges. You must be at or near full health at all times. Keep in mind, though, that you become an easier target when you're picking up power-ups.

LAND ON THE PLATFORM AND ACTIVATE YOUR WEB FISTS. THEN WAIT FOR ELECTRO TO DESCEND AND BEGIN FIGHTING ONE-ON-ONE. EVENTUALLY, HE WILL KNOCK YOU OFF THE PLATFORM USING HIS ELECTRIC DOME. YOU CANNOT AVOID THIS ATTACK, BUT IT DOESN'T CAUSE ANY DAMAGE. REPEAT THIS PROCESS UNTIL ELECTRO IS REDUCED TO 50% HEALTH.









AT THIS POINT, AN ADDED WRINKLE COMES INTO PLAY: LASER BEAMS. FOUR LASER BEAMS INTERMITTENTLY FIRE FROM THE CEILING ABOVE ELECTRO TO THE FLOOR, CREATING A VERY DANGEROUS BARRIER AROUND HIM. THIS MEANS THAT YOU MUST TIME YOUR JUMPS TO THE CENTER, TAKING INTO ACCOUNT BOTH ELECTRO'S USE OF THE SWINGING ATTACK AND THE ROTATION OF THE LASERS.





KEEP POUNDING ELECTRO AS HARD AS POSSIBLE. WHEN HIS HEALTH BAR GETS DEPLETED, HE FALLS OFF THE PLATFORM. THE FIGHT IS, HOWEVER, FAR FROM OVER.





LEVEL 24: BEST LAID PLANS

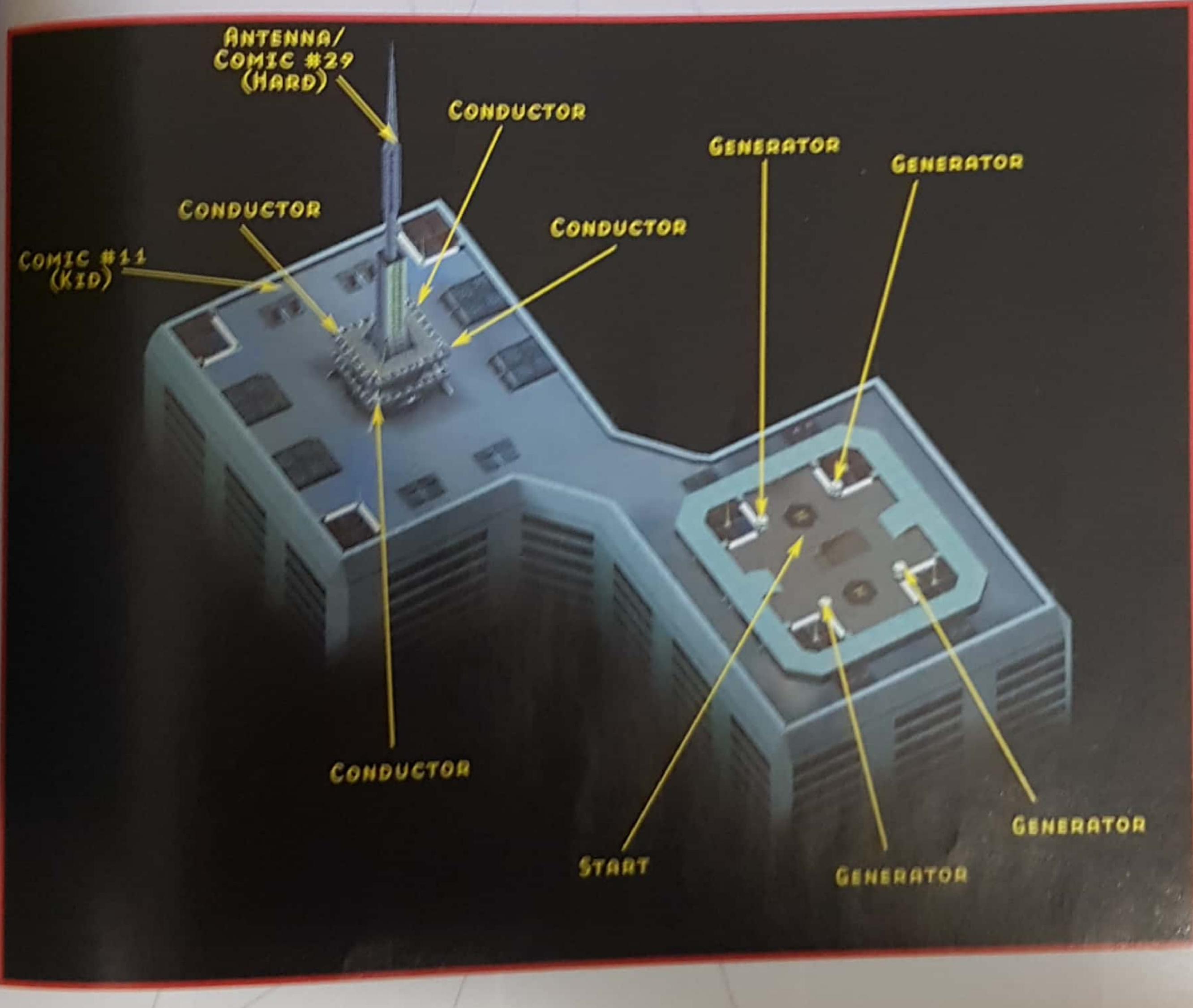
OBJECTIVE

DEFEAT HYPER-ELECTRO.

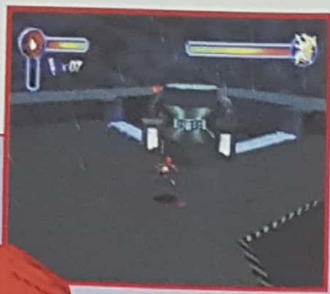
OVERVIEW

BATTERED BUT NOT BEATEN, SPIDEY MUST FIND THE STRENGTH TO CONTINUE HIS FIGHT WITH AN EVEN MORE POWERFUL ELECTRO. THE BIO-NEXUS DEVICE HAS CONVERTED HIS BODY INTO PURE ENERGY, RENDERING HIM BOTH POWERFUL AND INVULNERABLE. FIND A WAY TO BRIEFLY RETURN HIM TO NORMAL AND DEPRIVE HIM OF ANY MEANS TO RECHARGE.

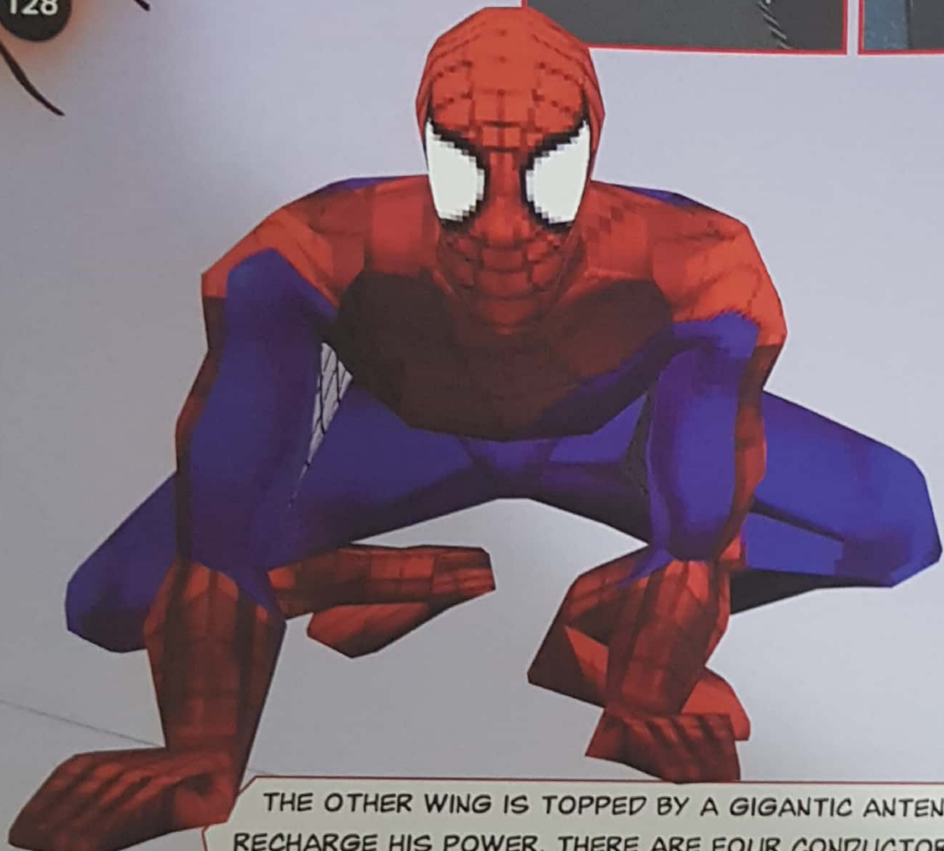
ENEMY: HYPER-ELECTRO



YOU BEGIN ATOP A TALL BUILDING. THERE ARE FOUR GENERATORS ON THIS WING OF THE BUILDING, EACH FLANKED BY A PAIR OF CAPACITORS. SEARCH FOR SOME RESPAWNING **WEB CARTRIDGES** ON THE WALKWAY AROUND THE ROOF.







THE OTHER WING IS TOPPED BY A GIGANTIC ANTENNA THAT HYPER-ELECTRO USES TO RECHARGE HIS POWER. THERE ARE FOUR CONDUCTORS SURROUNDING THE ANTENNA.






ON THE GROUND BELOW, NOTE THE LOCATIONS OF THREE RESPAWNING **HEALTH PACKS**.





Boss Fight: Hyper Electro

AS THE FIGHT BEGINS, MOVE AROUND THE GENERATOR WING'S ROOF AND TARGET AND DESTROY THE EIGHT CAPACITORS. HYPER-ELECTRO WILL BE BREATHING DOWN YOUR NECK DURING THIS PROCESS, SO CONTINUE TO MOVE AND SWING.





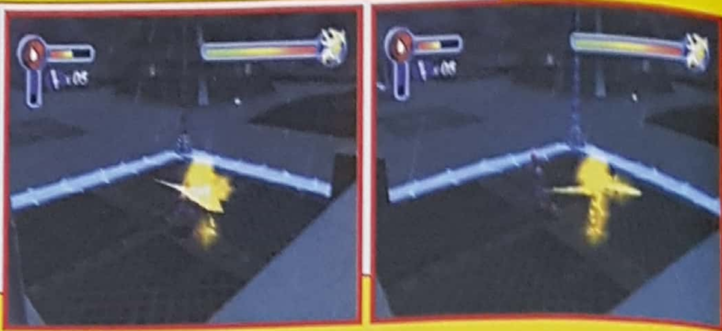
AFTER DESTROYING THE CAPACITORS, SWING OVER TO THE ANTENNA WING. USING WEBBING TARGET, LAUNCH UP TO THE MIDDLE TIER OF THE ANTENNA AND USE YOUR IMPACT WEB ON THE FOUR CONDUCTORS. THIS PROHIBITS HYPER-ELECTRO FROM RECHARGING HIS POWER SUPPLY. WHEN FINISHED, RETURN TO THE GENERATOR BUILDING.



HYPER-ELECTRO CAN HIT WITH DEVASTATING POWER. HE CAN ALSO TRANSPORT AROUND THE ROOFTOP WITH EASE, MATERIALIZING NEAR YOUR LOCATION. IF HE HAS AN UNOBSTRUCTED PATH TO YOU, BE PREPARED TO ENDURE A BEAM OF PURE LIGHTNING.



AT CLOSE RANGE, HYPER-ELECTRO WHIPS OUT A LIGHTNING STAFF. WHEN YOU SEE HIM CONJURE UP THE STAFF, QUICKLY JUMP OUT OF THE WAY.



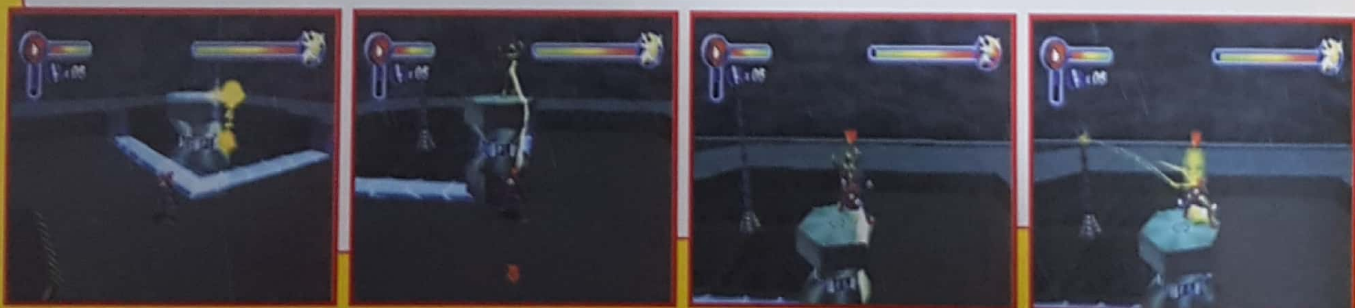


WHEN SEARCHING FROM COVER AND HIDING BEHIND AN OBJECT, EXPECT A MORE POWERFUL VERSION OF THE ELECTRIC GLOBE. IT STILL KNOCKS YOU OFF YOUR FEET, AND IT ALSO INFLICTS BIG DAMAGE.

HYPER-ELECTRO LEAVES BEHIND DOZENS OF ELECTRIFIED MINES, WHICH APPEAR AS YELLOW GLOWING GLOBES. THEY ARE EXTREMELY SENSITIVE, MEANING THAT YOU DON'T NEED TO ACTUALLY TOUCH THEM TO FEEL THEIR WRATH. JUST TO BE SAFE, KEEP A SAFE DISTANCE FROM THEM.



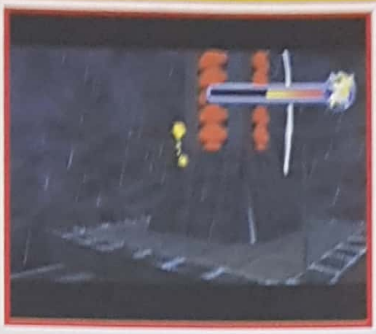
TO RENDER HYPER-ELECTRO VULNERABLE, STAND BEHIND ONE OF THE GENERATORS. AS HE MOVES, SHIFT YOUR POSITION TO KEEP THE GENERATOR BETWEEN YOU AND HIM. IF HE GETS TOO CLOSE AND YOU'VE DESTROYED THE CAPACITORS TO THE GENERATOR, IT WILL FEED BACK ON HIM, IMMOBILIZING HIM AND BRIEFLY RETURNING HIM TO NORMAL. WHEN ELECTRO MAKES THIS CRUCIAL ERROR, FIRE UP SPIDEY'S WEB FISTS AND LEAP TO THE ATTACK. REPEAT THIS PROCESS AS MANY TIMES AS POSSIBLE UNTIL ELECTRO IS REDUCED TO 50% HEALTH.

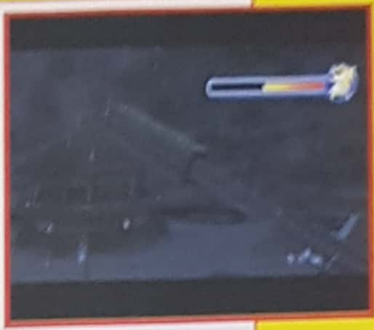


IN NEED OF HEALTH?

When Spidey's health begins to dwindle, take a trip back to the antenna wing for a tour of its scenic Health Packs.

WHEN HIS HEALTH BAR IS REDUCED IN HALF, ELECTRO RETREATS TO THE ANTENNA TO RECHARGE. IF YOU FAILED TO DISABLE THE ANTENNA'S FOUR CONDUCTORS, HE RESTORES HIMSELF TO FULL HEALTH. IF YOU DID DISABLE THEM, HOWEVER, THE ANTENNA COLLAPSES AND HYPER-ELECTRO RETURNS TO FIGHT.





HARD DIFFICULTY LEVEL

If you're playing on the Hard Difficulty level, you must be very careful when pummeling the vulnerable Hyper-Electro. If you touch the beam between him and the generator, you will feel its power as well. Make sure you hit him from behind or attack from a distance.

CONTINUE THE GENERATOR TRICK UNTIL HYPER-ELECTRO CAN TAKE NO MORE. THE CITY IS SAVED AGAIN!







SECRETS AND CHEATS

PART OF THE FUN IN SPIDER-MAN 2 IS FINDING ALL THE HIDDEN GOODIES. THE PRIDE YOU'LL FEEL AT DISCOVERING EVERY COSTUME AND COMIC WILL PROBABLY MAKE YOUR YEAR AND RAISE YOUR GAMING STATUS CONSIDERABLY IN THE EYES OF YOUR FRIENDS AND FAMILY. OF COURSE, THE SAME RESULT CAN BE ACHIEVED BY READING THIS CHAPTER AND FINDING OUT WHERE EVERYTHING IS AND HOW TO UNLOCK IT.

THERE ARE EVEN CHEATS FOR THOSE WHO WISH TO BYPASS THE EFFORT ALTOGETHER. JUST KIDDING FOLKS, EVERYONE HAS A SOFT SPOT FOR CHEAT CODES.

COSTUMES

YOU CAN CHANGE SPIDEY'S APPEARANCE AND ABILITIES BY UNLOCKING ANY OF THESE SPECIAL COSTUMES. CONSULT THE LIST THAT FOLLOWS TO FIND OUT HOW TO UNLOCK EVERY COSTUME.

EACH KIT COMES WITH A SET OF SPECIAL POWERS OR LIMITATIONS, SO CHOOSE CAREFULLY. WHAT'S MORE, ONCE YOU EARN A COSTUME YOU CAN USE ANY OF THE POWERS IT POSSESSES TO CUSTOMIZE YOUR CHARACTER IN THE CREATE-A-SPIDER AREA.

SPIDER-MAN

UNLOCKED: ON BY DEFAULT

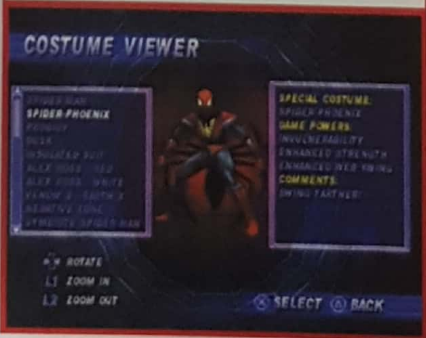
GAME POWERS: SUPER STRENGTH, SUPER AGILITY, STICK TO WALLS, SPIDER SENSE



SPIDER-PHOENIX

UNLOCKED: WIN GAME ON HARD DIFFICULTY LEVEL.

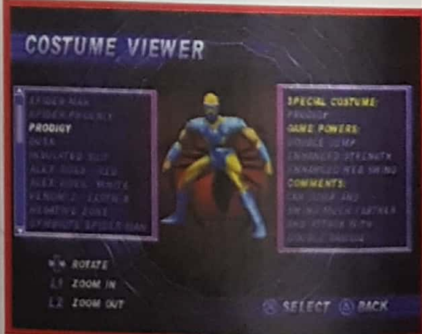
GAME POWERS: INVULNERABILITY, ENHANCED STRENGTH, DOUBLE WEB SWING



PRODIGY

UNLOCKED: DEFEAT 75 THUGS IN CHALLENGE MODE ATTACK TRAINING

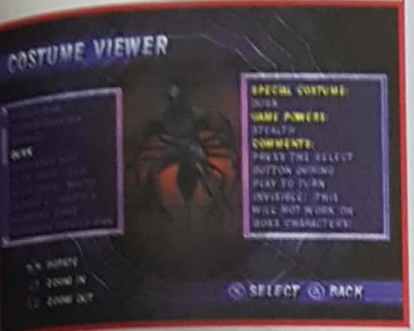
GAME POWERS: DOUBLE JUMP, ENHANCED STRENGTH, DOUBLE SWING



DUSK

UNLOCKED: COLLECT ALL 32 COMICS.

GAME POWERS: STEALTH



INSULATED SUIT

UNLOCKED: DEFEAT LIZARD USING SECRET METHOD (SEE LEVEL 18: SPIDEY VS. LIZARD).

GAME POWERS: ENHANCED STRENGTH, DOESN'T CONDUCT ELECTRICITY



ROSS WILLIAMS-RED

UNLOCKED: DEFEAT SANDMAN IN LEVEL 20: SPIDEY VS. SANDMAN AGAIN ON HARD DIFFICULTY LEVEL.

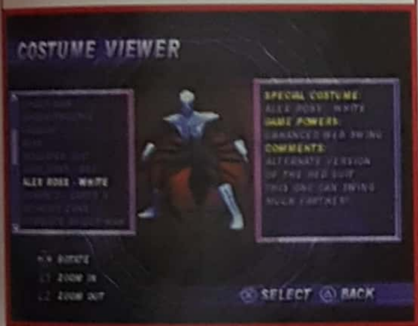
GAME POWERS: DOUBLE JUMP



ROSS WILLIAMS-WHITE

UNLOCKED: WIN GAME ON KID MODE.

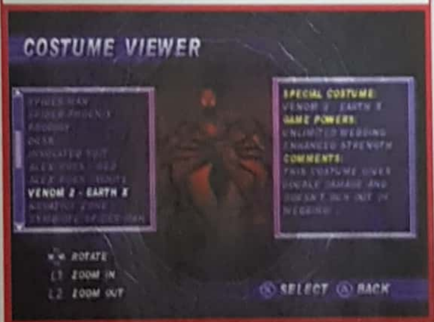
GAME POWERS: DOUBLE SWING



VENOM 2-EARTH X

UNLOCKED: COMPLETE THE GAME ON NORMAL DIFFICULTY LEVEL.

GAME POWERS: UNLIMITED WEBBING, ENHANCED STRENGTH



NEGATIVE ZONE

UNLOCKED: DIFFUSE THE BOMB IN LEVEL 6: SMOKE SCREEN IN LESS THAN 2:30.

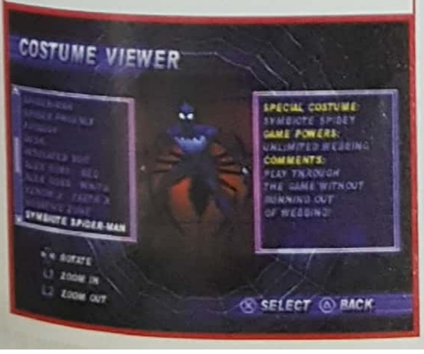
GAME POWERS: NONE



SYMBIOTE SPIDER-MAN

UNLOCKED: COMPLETE THE GAME ON EASY DIFFICULTY LEVEL.

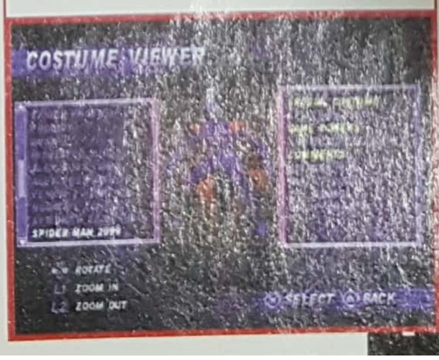
GAME POWERS: UNLIMITED WEBBING



SPIDER-MAN 2099

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

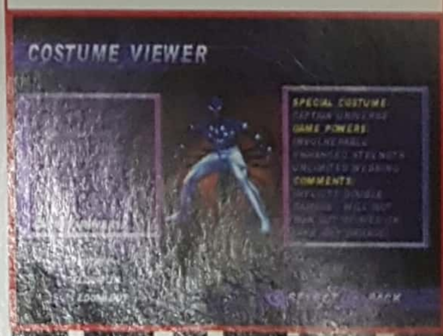
GAME POWERS: ENHANCED STRENGTH



CAPTAIN UNIVERSE

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

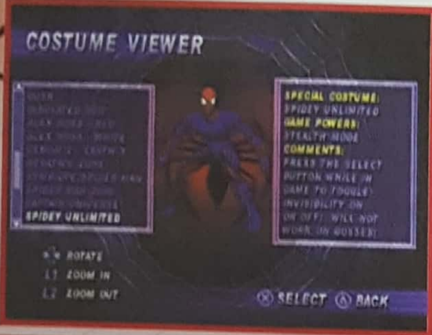
GAME POWERS: INVULNERABLE, ENHANCED STRENGTH, UNLIMITED WEBBING



SPIDEY UNLIMITED

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

GAME POWERS: STEALTH MODE



AMAZING BAG MAN

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

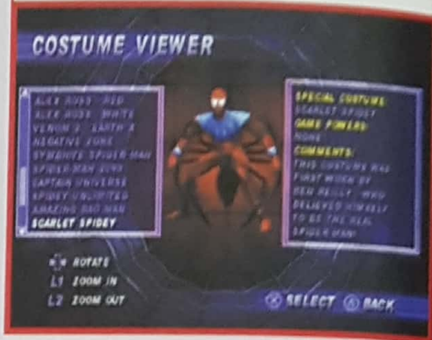
GAME POWERS: ONLY TWO WEB CARTRIDGES



SCARLET SPIDEY

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

GAME POWERS: NONE



BEN REILLY

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

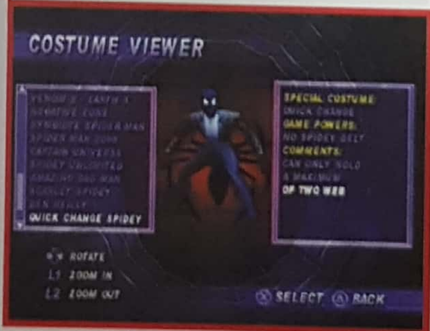
GAME POWERS: NONE



QUICK CHANGE SPIDEY

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

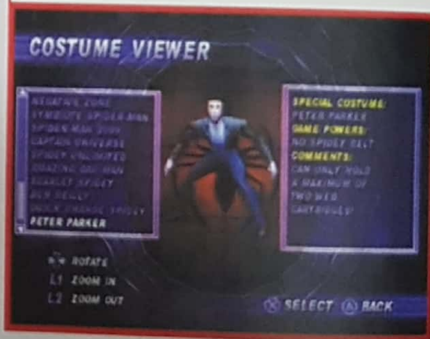
GAME POWERS: ONLY TWO WEB CARTRIDGES



PETER PARKER

UNLOCKED: COMPLETE THE GAME ON EITHER NORMAL OR HARD DIFFICULTY LEVELS FOR A SECOND TIME.

GAME POWERS: ONLY TWO WEB CARTRIDGES



BATTLE DAMAGED

UNLOCKED: AFTER THE FIRST FIGHT WITH ELECTRO (LEVEL 23: SPIDEY VS. ELECTRO) ON ANY SKILL LEVEL.

GAME POWERS: NONE



CREATE-A-SPIDER/GAME POWERS

UPON EARNING A FEW COSTUMES, YOU CAN BUILD YOUR OWN SPIDER-MAN BY MIXING AND MATCHING THE COSTUMES AND THE POWERS THEY POSSESS. THE VARIOUS SPIDEY POWERS INCLUDE:

- **STEALTH:** PRESS SELECT TO BECOME INVISIBLE.
- **INVULNERABILITY:** NO DAMAGE.
- **UNLIMITED WEBBING:** NEVER RUN OUT OF WEBBING.
- **DOUBLE STRENGTH:** INFLICT DOUBLE DAMAGE.
- **DOUBLE JUMP HEIGHT:** JUMP HIGHER.
- **DOUBLE SWING DISTANCE:** SWING TWICE AS FAR.
- **ONLY TWO WEB CARTRIDGES:** LIMITED WEB CARTRIDGE CAPACITY.

CHARACTER VIEWER

YOU UNLOCK CHARACTER PROFILES AS YOU ENCOUNTER THE CHARACTERS IN THE GAME. THIS IS DONE WHILE PLAYING THE GAME ON ANY SKILL LEVEL.

MOVIE VIEWER

AS YOU WATCH CINEMATICS IN THE GAME, THEY ARE UNLOCKED IN THE MOVIE VIEWER (GALLERY MENU).

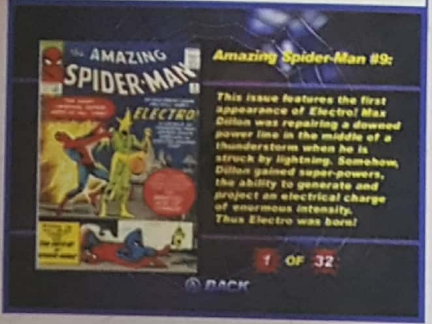
COMIC COLLECTION

1. AMAZING SPIDER-MAN #9

LEVEL: 23

SKILL LEVEL: NORMAL

LOCATION: ON TOP OF THE EARTH.

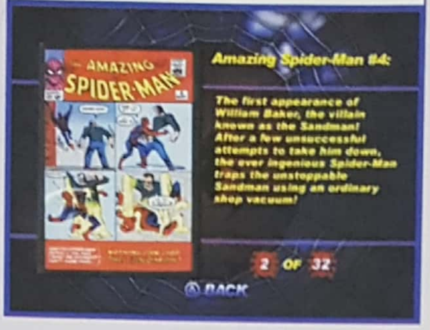


2. AMAZING SPIDER-MAN #4

LEVEL: 20

SKILL LEVEL: KID

LOCATION: ON TOP OF THE CRANE. IF SANDMAN KNOCKS IT DOWN, THE COMIC IS GONE.

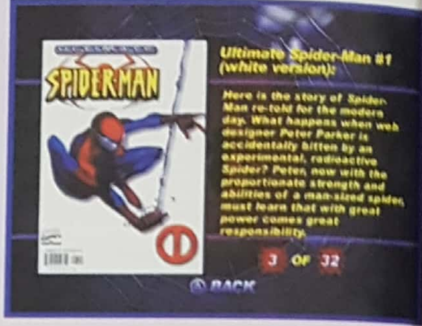


3. ULTIMATE SPIDER-MAN #1 (WHITE VERSION)

LEVEL: 1

SKILL LEVEL: KID

LOCATION: WEB YANK ALL THREE CLUSTERED BOXES IN THE WEB YANK DEMONSTRATION AREA.

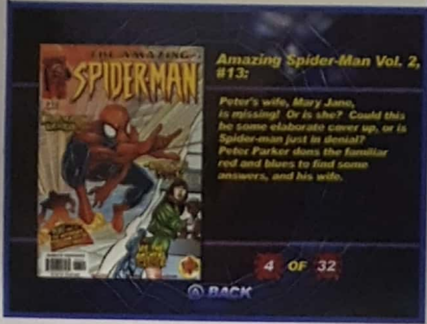


4. AMAZING SPIDER-MAN VOL. 2, #13

LEVEL: 2

SKILL LEVEL: NORMAL

LOCATION: ON TOP OF THE BUILDING WITH THE RED/WHITE BARRIERS. YOU MUST FIND IT BEFORE YOU COMPLETE THE LEVEL'S OTHER OBJECTIVES.

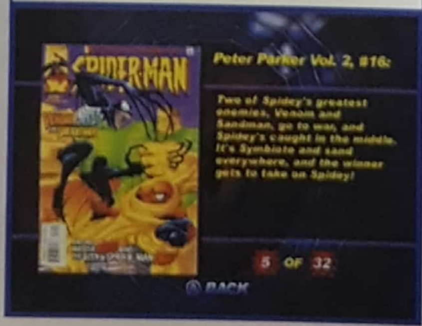


5. PETER PARKER VOL. 2, #16

LEVEL: 20

SKILL LEVEL: EASY

LOCATION: UNDER THE OUTHOUSE.

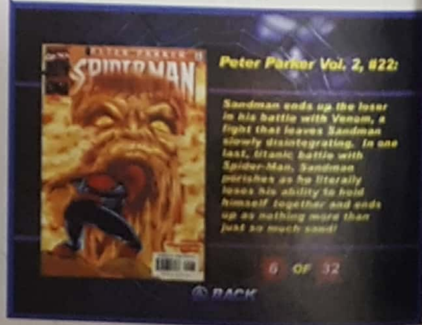


6. PETER PARKER VOL. 2, #22

LEVEL: 11

SKILL LEVEL: NORMAL

LOCATION: CLOSE DOOR NO. 5, RETURN TO THE ROUNDHOUSE, AND LOOK BEHIND THE TRAIN PARKED IN FRONT OF DOOR NO. 3.

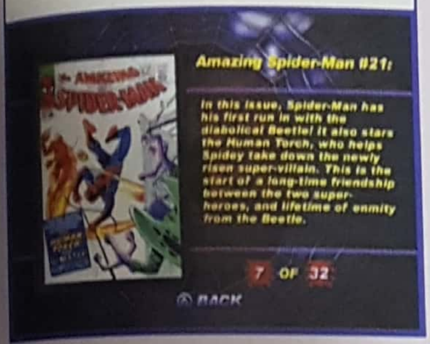


7. AMAZING SPIDER-MAN #21

LEVEL: 13

SKILL LEVEL: KID

LOCATION: UNDER PHOTOCOPIER ON THE SECOND FLOOR.

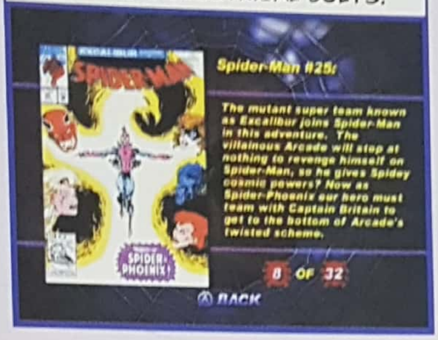


8. SPIDER-MAN #25

LEVEL: 16

SKILL LEVEL: HARD

LOCATION: DROP DOWN FROM THE STARTING BRIDGE TO FIND AN ALCOVE IN THE WALL. BEWARE OF THE ROAMING ELECTRICAL BOLTS.

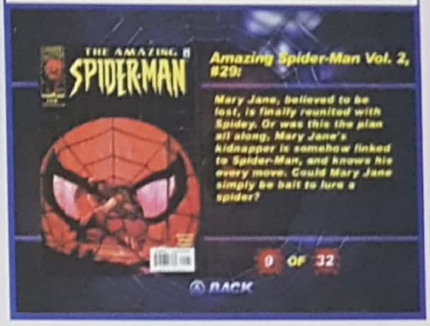


9. AMAZING SPIDER-MAN VOL. 2 #29

LEVEL: 3

SKILL LEVEL: HARD

LOCATION: DESTROY ALL THREE GUNS NEAR THE END OF THE LEVEL AND RETURN TO THE BRIDGE SUPPORT.

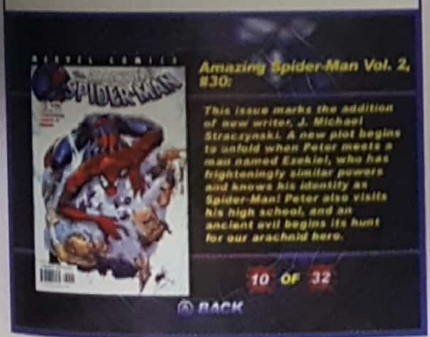


10. AMAZING SPIDER-MAN VOL. 2, #30

LEVEL: 15

SKILL LEVEL: EASY

LOCATION: AFTER SHUTTING DOWN ALL THREE BOILERS, LOOK ON THE CATWALK ABOVE.

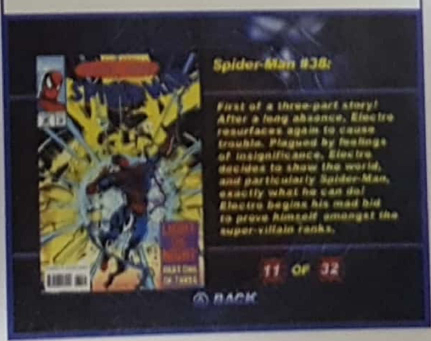


11. AMAZING SPIDER-MAN #38

LEVEL: 24

SKILL LEVEL: KID

LOCATION: ON THE BACKSIDE OF THE TOWER AFTER THE ANTENNA BREAKS.

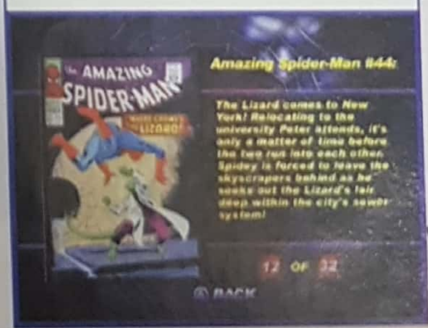


12. AMAZING SPIDER-MAN #44

LEVEL: 18

SKILL LEVEL: HARD

LOCATION: DON'T PICK UP ANY TRANQ DARTS AND LOOK IN THE FOURTH ROOM.

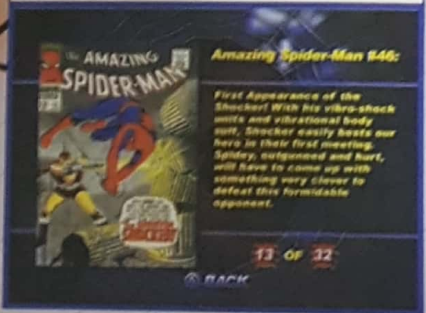


13. AMAZING SPIDER-MAN #46

LEVEL: 5

SKILL LEVEL: HARD

LOCATION: IN THE FIRE AFTER THE FIRST BARREL EXPLODES.

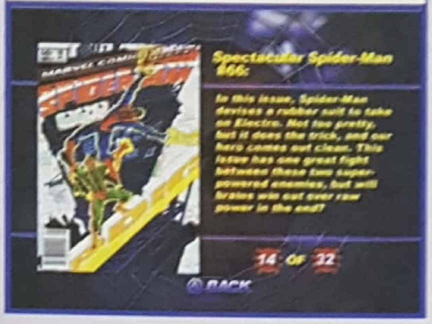


14. SPECTACULAR SPIDER-MAN #66

LEVEL: 19

SKILL LEVEL: HARD

LOCATION: CLIMB DOWN THE BACK OF THE STARTING TOWER.

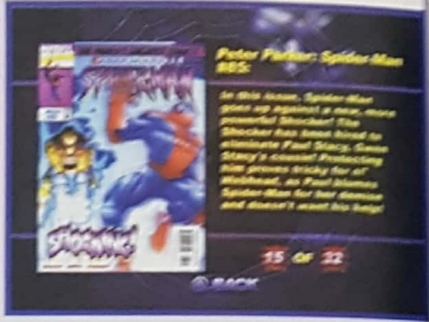


15. PETER PARKER: SPIDER-MAN #85

LEVEL: 4

SKILL LEVEL: EASY

LOCATION: TO THE RIGHT OF THE FLASHING EXIT SIGN, UNDER A BAR-REL.

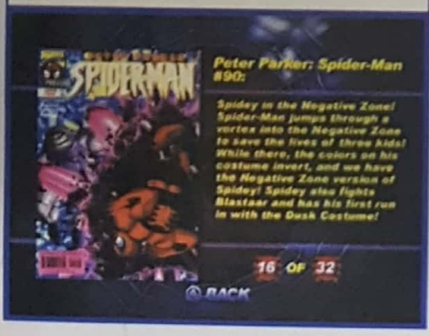


16. PETER PARKER: SPIDER-MAN #90

LEVEL: 8

SKILL LEVEL: NORMAL

LOCATION: BEHIND THE STACK OF BARRELS ON THE OTHER SIDE OF THE TRAIN.

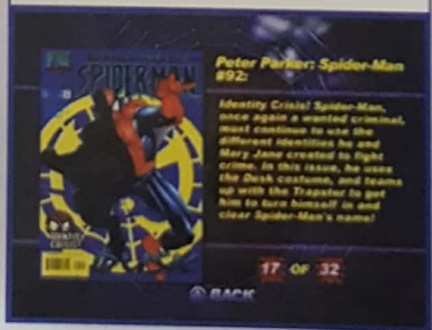


17. PETER PARKER: SPIDER-MAN #92

LEVEL: 7

SKILL LEVEL: KID

LOCATION: UNDER A CRATE TO THE RIGHT OF THE BURNING PLANE.

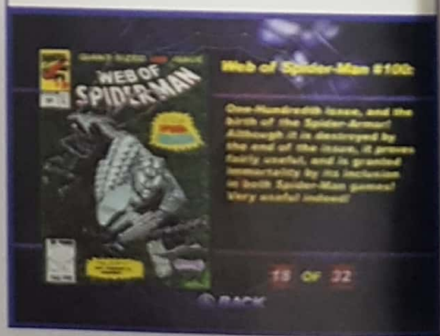


18. WEB OF SPIDER-MAN #100

LEVEL: 2

SKILL LEVEL: KID

LOCATION: SCORE THREE BASKETS ON THE BASKETBALL COURT.



19. AMAZING SPIDER-MAN #114

LEVEL: 14

SKILL LEVEL: HARD

LOCATION: DESTROY THE SIGN ON THE DISPLAY CASE THREE TIMES.

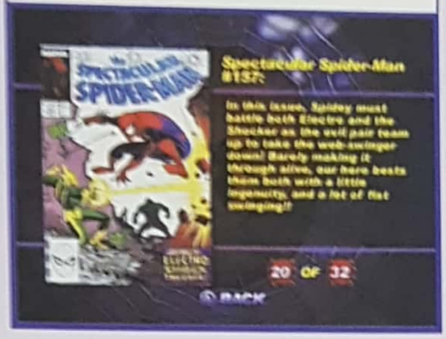


20. SPECTACULAR SPIDER-MAN #157

LEVEL: 10

SKILL LEVEL: EASY

LOCATION: IN AREA 1 AFTER UNLOCKING THE DOOR SWITCH.

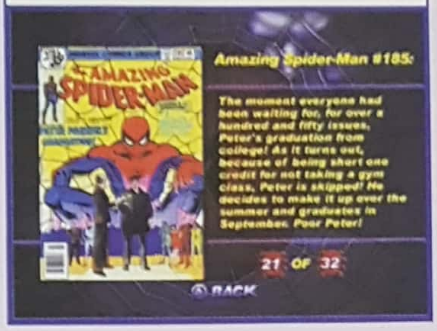


21. AMAZING SPIDER-MAN #185

LEVEL: 9

SKILL LEVEL: KID

LOCATION: ON THE GREEN-ROOFED BUILDING (BACK SIDE) ON ITS LOWEST TIER.

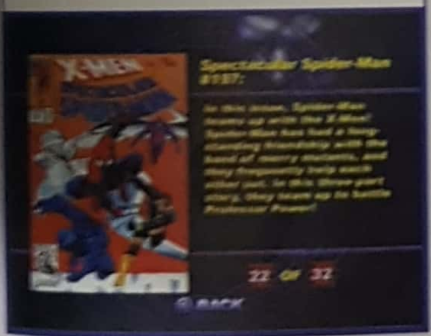


22. SPECTACULAR SPIDER-MAN #197

LEVEL: 1

SKILL LEVEL: EASY

LOCATION: ON TOP OF THE SECOND CRANE.

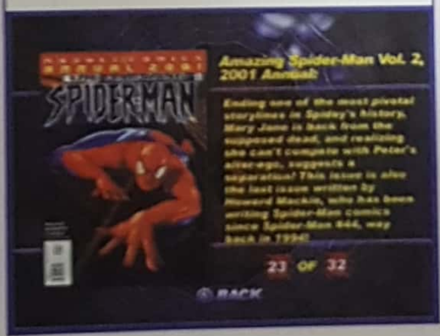


23. AMAZING SPIDER-MAN VOL. 2, 2001 ANNUAL

LEVEL: 21

SKILL LEVEL: EASY

LOCATION: BEHIND THE BUDDHA STATUE.

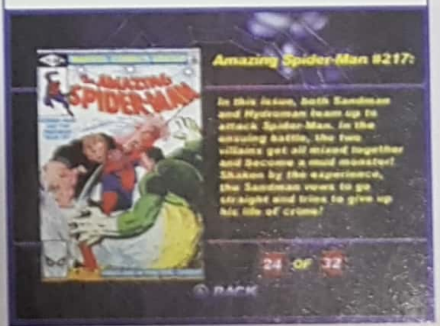


24. AMAZING SPIDER-MAN #217

LEVEL: 19

SKILL LEVEL: EASY

LOCATION: ON THE BACKSIDE OF THE LAST TOWER.

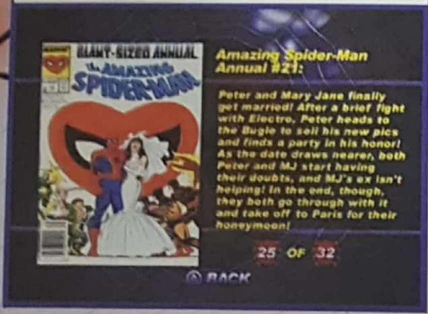


25. AMAZING SPIDER-MAN ANNUAL #21

LEVEL: 15

SKILL LEVEL: KID

LOCATION: IN THE AIR DUCTS AFTER OPENING THE FINAL DOOR.

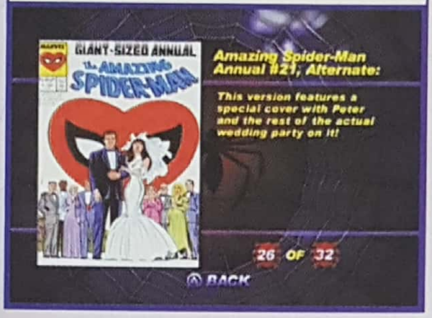


26. AMAZING SPIDER-MAN ANNUAL #21, ALTERNATE

LEVEL: 16

SKILL LEVEL: NORMAL

LOCATION: AFTER CLEARING ROOM 2, RETURN TO THE STARTING BRIDGE.



27. SPECTACULAR SPIDER-MAN #220

LEVEL: 13

SKILL LEVEL: HARD

LOCATION: IN THE LOBBY, AFTER OPENING THE ELEVATOR DOORS.

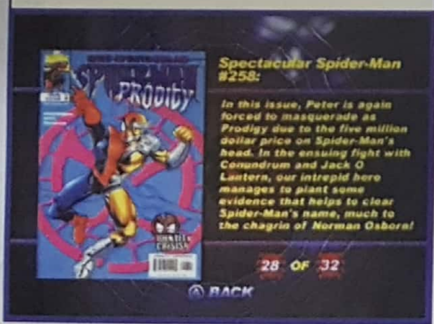


28. SPECTACULAR SPIDER-MAN #258

LEVEL: 22

SKILL LEVEL: NORMAL

LOCATION: IN THE ALCOVE IN THE ICE AGE BAND.

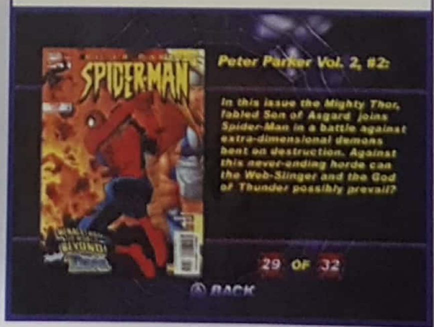


29. PETER PARKER VOL. 2, #2

LEVEL: 24

SKILL LEVEL: HARD

LOCATION: ON THE ANTENNA AFTER IT BREAKS.

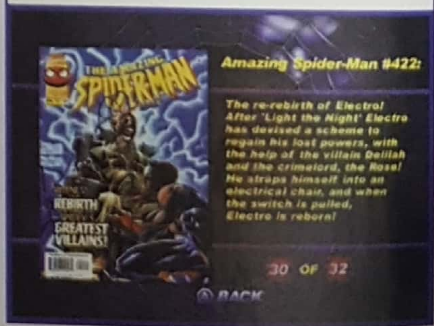


30. AMAZING SPIDER-MAN #422

LEVEL: 22

SKILL LEVEL: EASY

LOCATION: ON THE CAR EMBEDDED IN THE WALL.

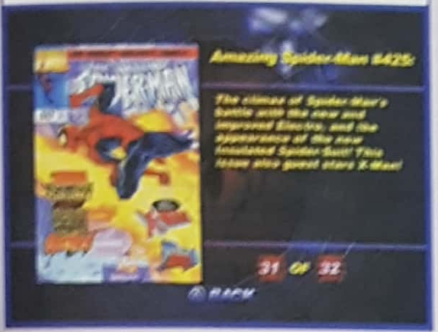


31. AMAZING SPIDER-MAN #425

LEVEL: 19

SKILL LEVEL: NORMAL

LOCATION: IN THE BACK OF THE SECOND TOWER.

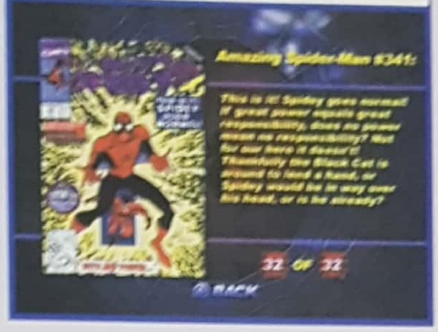


32. AMAZING SPIDER-MAN #341

LEVEL: 17

SKILL LEVEL: NORMAL

LOCATION: SHUT OFF THE FIRST SET OF SWITCHES BUT NO OTHERS. THE COMIC IS AT THE TOP OF THE SHAFT.



BUGLE HEADLINES

THESE HEADLINES APPEAR IN THE BUGLE HEADLINES SECTION OF THE GALLERY MENU AS YOU VIEW THEM IN THE GAME. THERE ARE HEADLINES FOR BOTH VICTORY AND DEFEAT.

- CAPTAIN AMERICA FOILS PLOT
- WAREHOUSE THEFT A BUST
- ROLLING BROWN-OUTS
- SPIDER-MAN APPREHENDED
- SPIDER-AMBUSH
- SPIDER-MAN UNMASKED
- BROWN-OUTS CONTINUE
- BALL RUINED 1
- BALL RUINED 2
- SCIENCE AND INDUSTRY BALL RUINED
- SPIDER-MAN AND ELECTRO
- THOR SAVES THE CITY

STORYBOARDS

YOU UNLOCK THE STORYBOARDS IN THE STORYBOARDS SECTION OF THE GALLERY MENU AS YOU VIEW THE VIDEOS TO WHICH THEY CORRESPOND.

PARKER'S PORTFOLIO

YOU CAN VIEW THESE SECRET PICTURES IN THE PARKER'S PORTFOLIO SECTION OF THE GALLERY MENU AS YOU DEFEAT EACH BOSS. THIS HOLDS TRUE FOR ALL FOUR SKILL LEVELS. AS YOU DEFEAT SHOCKER, HAMMERHEAD, LIZARD, SANDMAN, ELECTRO, AND HYPER-ELECTRO ON EACH SKILL LEVEL, A NEW PICTURE IS UNVEILED.

KID MODE

ARTIST:
KAARE ANDREWS

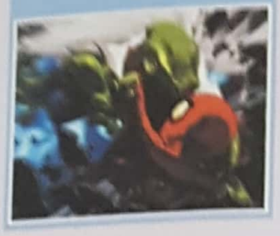
SHOCKER



HAMMERHEAD



LIZARD



SANDMAN



ELECTRO



HYPER-ELECTRO



EASY

ARTIST:
KAARE ANDREWS

SHOCKER



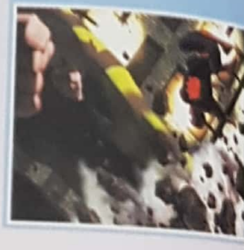
HAMMERHEAD



LIZARD



SANDMAN



ELECTRO



HYPER-ELECTRO



NORMAL

ARTIST:
MARK BAGLEY

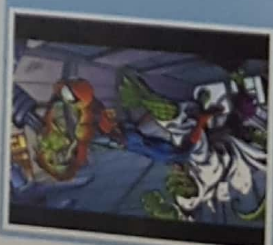
SHOCKER



HAMMERHEAD



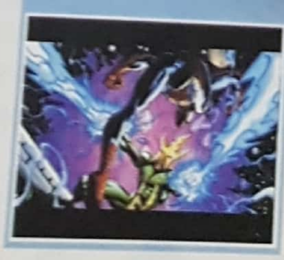
LIZARD



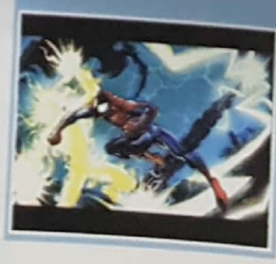
SANDMAN



ELECTRO



HYPER-ELECTRO



HARD

ARTIST:
JOHN ROMITA, SR.

SHOCKER



HAMMERHEAD



LIZARD



SANDMAN



ELECTRO



HYPER-ELECTRO



CHEAT CODES

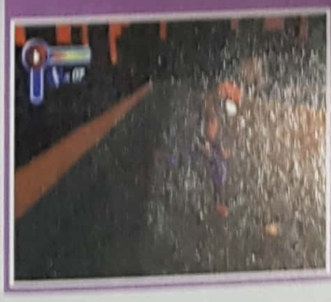
TO ENTER THE FOLLOWING CHEAT CODES, ACCESS THE SPECIAL MENU AND SELECT CHEATS. INPUT THE CODE YOU DESIRE AND SELECT FINISH. MR. LEE HIMSELF EXUBERANTLY ANNOUNCES WHEN YOU ENTER THE CODE CORRECTLY.

CODE NAME	ENTER
DEBUG MODE	DRILHERE
BIG FEET	STACEYD
BIG HEAD	ALIEN
WHAT IF	VVISIONS
ALL COSTUMES	WASHMCHN
ALL GALLERY	DRKROOM
ALL LEVELS	NONJYMNT
ALL TRAINING	CEREBRA
UNLOCK VICARIOUS VISIONS HIGH SCORES	VVHISCRS
UNLOCK EVERYTHING	AUNTMAY

BIG FEET



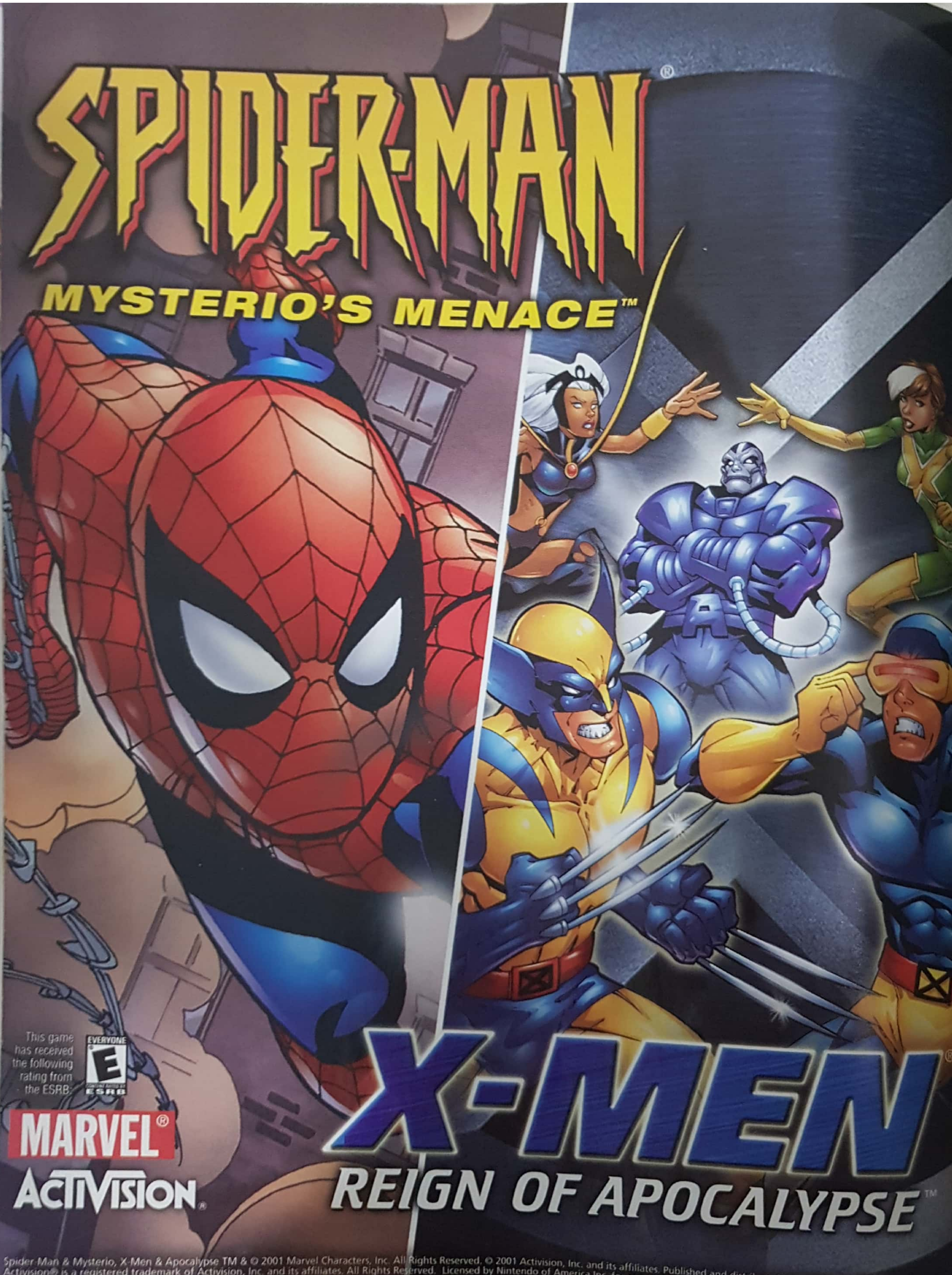
BIG HEAD



WHAT IF



THE "WHAT IF" CODE CHANGES A FEW THINGS HERE AND THERE IN SOME OF THE LEVELS. INSTEAD OF LISTING THE EXACT CHANGES, ENTER THE CODE AND LOOK FOR THEM YOURSELF.


SPIDER-MAN®
MYSTERIO'S MENACE™
This game has received the following rating from the ESRB
EVERYONE
E
ESRB
MARVEL®
ACTIVISION®
X-MEN®
REIGN OF APOCALYPSE™

Listen Up True Believers



ELECTRO™ IS ON THE RAMPAGE AGAIN, SET TO BRING THE CITY TO ITS KNEES. THE RESULTS, UNDOUBTEDLY, WILL BE SHOCKING TO SAY THE LEAST. ONLY ONE PERSON CAN THWART THIS EVILDOER'S WAYS: A HERO WITH SUPER-HUMAN POWERS AND ABILITIES, ONE WHO CAN QUICKLY AND SILENTLY SWING INTO ACTION. IT'S SPIDER-MAN® TO THE RESCUE AGAIN!



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- FIND THE CRITICAL PATH OF EVERY ENEMY-INFESTED LEVEL WITH DETAILED **AREA MAPS**
- DEFEAT EVERY VILLAIN WITH SUPER-CHARGED **BOSS STRATEGIES**
- EVERY **COSTUME** AND **COMIC BOOK COVER** REVEALED, PLUS MANY MORE CHEATS AND SECRETS!

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